

HackMaster[®]



Isle of Red[™]

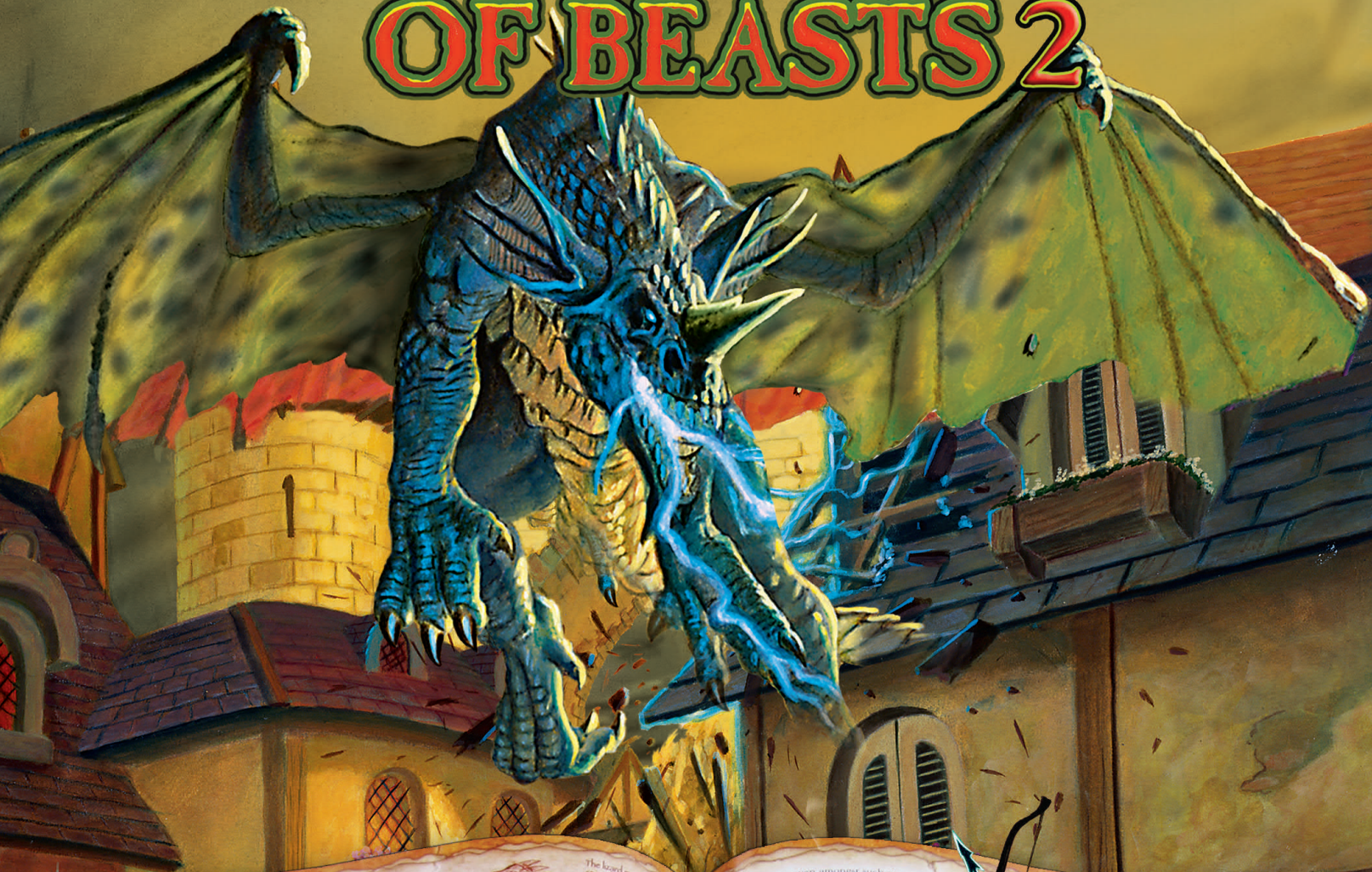
by Ron Gores



An adventure for 6-8 Player Characters
who have achieved 8th to 10th level



HACKLOPEDIA OF BEASTS 2



LIZARD MAN
Also known as: Krieger, Salamander, Zarkuroy

Kriegers are an unassuming and should be avoided until upon first contact... Many believe lizard men are slow thinkers, no doubt due to the fact they are... Lizard men often fight unarmored but prefer silver-plated armor, clubs and... They are willing to fight toe-to-toe when... A female krieger drags its tail along the ground.

GENERAL INFO

DIURNAL
900 (hunting); 346p + 8 (livestock); 30d12p (tribes)
FREQUENCY: infrequent
ALIGNMENT: Neutral
VISION TYPE: Neutral (chaotic and evil tendencies)
AWARENESS: Low (light vision)

ATTACK: Lizard men have offensive hands for 2D6 and using for 2D6. Use attack...
SPECIALS: Should use (e.g. medium...
YIELD: nil

This adventure uses creatures from both the Hacklopedia of Beasts and Hacklopedia of Beasts 2. Both books are available in hardback print and digital format at www.kenzercos.com.



Isle of Red

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Table of Contents

Using this Adventure	3
Adventure Synopsis	5
1. Introduction: Stranded	4
2. The Quest: The Sea Cave	6
Quest One: The Shoreline (the Torch)	9
Quest Two: The Jungle (the Flower)	14
Quest Three: The Plains (the Horn)	16
Quest Four: The Mountain (the Song)	18
Conclusion	21
Appendix 1: Adventure Notes	25
Appendix 2: Goldfins	26
Appendix 3: Order of Hack	27
Appendix 4: The HackMaster Challenge	32
Pregenerated Player Characters	34

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Using This Adventure



While this adventure is pretty straight forward there are a few things we wish to point out upfront that will make your experience go smoother.

ENCOUNTERS AND CREATURES

It is assumed the Gamemaster (GM) owns or has access to the core HackMaster (HM) 5e books. *The Gamemaster's Guide*, *Player's Handbook* and *Hacklopedia of Beasts* (1&2). Having *Zealot's Guide Volume 4* might be useful as well.

Most creature statistics are presented in the **HackTrack™** format as shown to the right, with all the essential information needed to run a monster in combat right at the GM's fingertips. The information should be self-explanatory but consult the *Monster Description* chapter in the *Hacklopedia* if you need help.

By the way, if you prefer the old school approach of traditional battlesheets/stat block lists you will find those in the *Order of Hack* appendix

ADVENTURE NOMENCLATURE

Throughout the adventure you'll notice some cryptic icons and symbols in the text like those in the table below.

Q4a

KILLER APE

Maul or Clubs

SPEED 3	ATTACK +12	INIT -2
DEFENSE +6	special	DMG REDUCTION 8
REACH 2'	DAMAGE 30	THRESHOLD 8

TOP SAVE

Movement: 10
Tenacity: Steady
Size: L

Hitpoints: 73

Low Light Vision Maul: 2d4p+7
Bite: 2d3p+3

PHYSICAL 13
MENTAL 8
DODGE 8
EPV 925
HYUNDRY 8

Such nomenclature follows prompts for skill checks or die rolls. Again, they are designed to put information at the GM's fingertips and help cut down on rule look ups and page flips. They are especially useful for new gamemasters (or experienced gamemasters coming to HM from other systems) still learning the various die rolling conventions used in the HackMaster system. *Just ignore them if you don't require them.*

The following are some examples of nomenclature in use:

Scrutiny: -40 [average]

The above indicates a Scrutiny check should be made rolling percentile dice. The difficulty rating is "average" yielding a -40 modifier. The result is a success if it is "equal to or below" the character's Scrutiny mastery.

(Morale Check: + lead attacker's CHA morale modifier vs. -4 [Nervous])

The above line indicates if a morale check is called for in the encounter in which it appears, it will be an opposed roll using d20s. The monster's tenacity is "Nervous" which yields a -4 modifier to its roll. Note that the attacker compelling the morale check factors into the equation - *bad news for fighters using Charisma as a dump stat.*

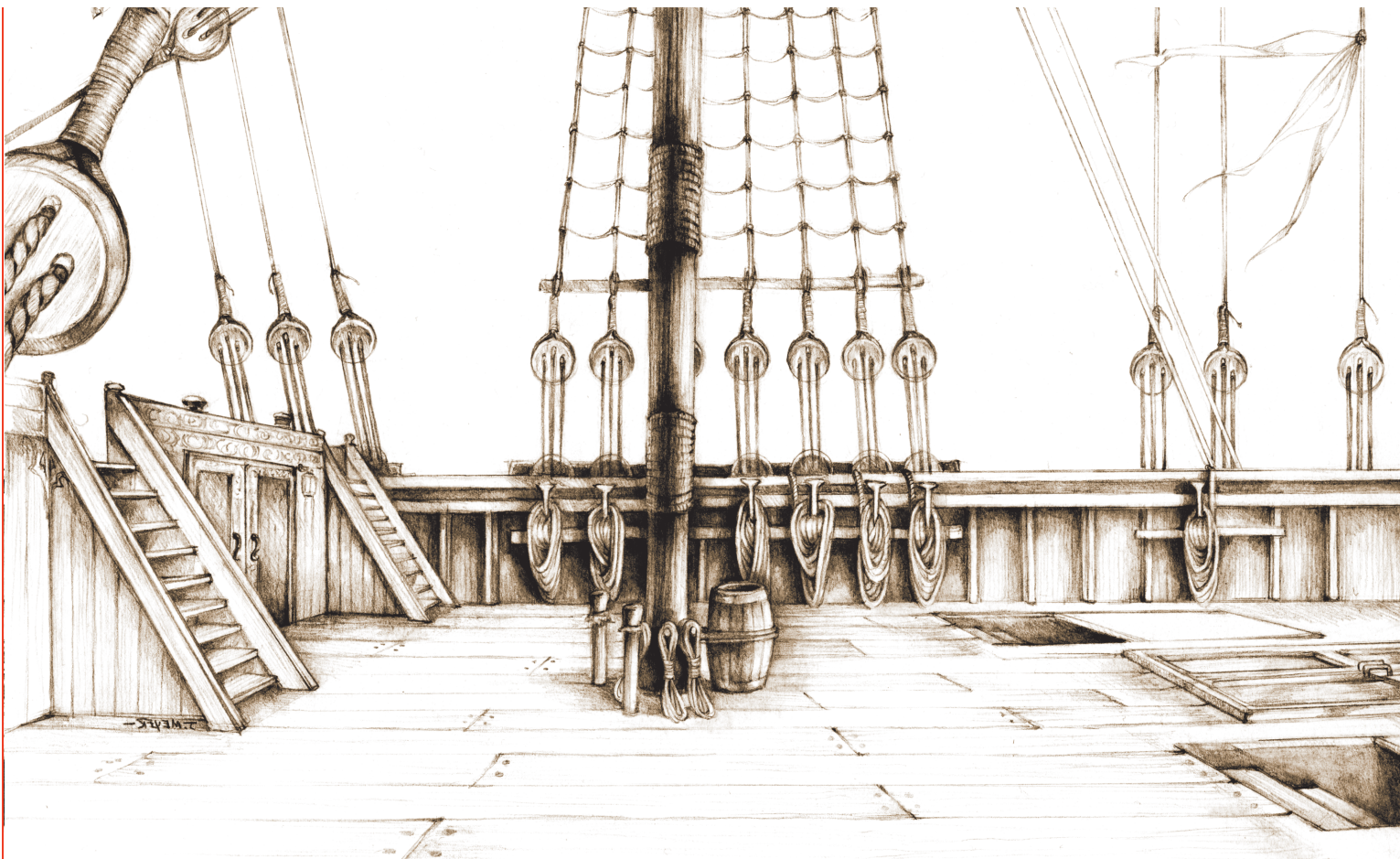
PLACING THIS ADVENTURE IN YOUR CAMPAIGN

Although set in the **Kingdoms of Kalamar™** setting (Tellene) this adventure can be dragged and dropped into virtually any area of remote waters in your own setting. The location has been purposely left vague, and you might consider keeping the location of the Isle of Red shrouded in mystery. Those who have been there often can't recall where it was or how to go back. Some even say the Isle is so steeped in magic that it moves around at the whim of the gods.

If you are using the **Kingdoms of Kalamar** setting, possible locations would include any of the islands off the eastern or southern coast of the Obakasek Jungle since it is known that dinosaurs inhabit the mainland in that region. But depending on the location of your campaign it could be in one of the many island chains in the Brandobian Ocean, Reanaaria Bay or in the Kalamaran Sea off the coast of Svimohzia.

SYMBOLS & ICONS

Roll above or equal to to succeed	Roll below or equal to to succeed	Opposed Roll	Roll a d20
Corridor/ passageway width.	Ceiling Height	Light Level	Roll percentile



This HackMaster role-playing game adventure is designed for 6-8 Player Characters (PCs) who have achieved level 8-10. It may be run in as little as 4-5 hours (if the party is experienced and the optional encounters are left out/ignored) or as many as 12 hours (or more) if all the optional side encounters are used. The choice is yours and your players.

The story is set in the **Kingdoms of Kalamar** fantasy campaign setting though it could be adapted to most fantasy role-playing worlds.

The plot involves the party “stumbling” upon the Isle of Red, the sometimes domicile of the avatar of The Battlerager (aka The Red), the god of courage and battle (see **Zealot’s Guide Book 4** (ZG4 p9).

To entertain himself, he will lure in unsuspecting travelers he deems potentially worthy of his challenges. The Fearless One has stocked the island with a variety of deadly creatures to test the chosen and tasked one of his most faithful followers to implement his will.

Adventure Synopsis

The goal of the PCs is simple: survive to complete the challenges and win their way free of the isle. The party will meet The Red in an underground cavern beyond the tunnel at the back end of a sea cave.

There, the “dragon” will bequeath them four quests to retrieve four items. In exchange, the “dragon” will help them get free of the island. Some players may be tempted to engage the dragon in combat.

It should be made clear to the party, leading up to the encounter with The Red, just how powerful the creature before them is and how quick their end would come, should they throw caution to the wind.

Adventure Hooks

A ship blown off course stumbles across an uncharted island. Mysterious ruins can be seen on the slopes of the mountain rising from its center. And in a small cove protected from the choppy ocean water – the ominous gaping maw of a sea cave invites entry.

What secrets does this lost island hold?

While traveling the high seas, the PC's ship is blown off course and "stumbles" across an uncharted island. The party is then trapped on the island. This could be due to:

- Being shipwrecked on the isle with nothing but one leaky rowboat overturned on the shore.
- Tossed from their ship during a storm as they passed in the night.
- A strange disappearance of all wind (courtesy of The Red), rendering their sailing vessel, for all practical purposes, immobile or little more than an enormous and ungainly rowboat at best.


GameMaster's (GM) Notes

Unless otherwise mentioned, creatures/monsters within this adventure can be found in the **Hacklopedia of Beasts II** (HOBII). Certain other rules citations are referenced to the **HackMaster GameMaster's Guide** (GMG) or **Player's Handbook** (PHB) if additional clarification is necessary.

Though best enjoyed as a full adventure, if you will be running this as a solitary four-hour adventure, you may want to provide additional clues/hints as to the most efficient way to go about the required tasks or you will likely find yourself running out of time or have to leave one (or more) of the challenges uncompleted. The most efficient path to success is as follows:

1. The PCs investigate "The Sea Cave" leading to the encounter with The Red and receiving the four quests.
2. The PCs investigate the footprints on "The Shoreline" and meet the goldfins. From the goldfins they can learn the answers to two of the puzzles and are indirectly led to a third answer. (The fourth riddle should be fairly obvious when they hear it.)
3. The PCs go to "The Jungle" to corroborate the goldfins' information and retrieve the Flower.
4. With information verified, the PCs go to "The Plains" and retrieve the Horn while completing the goldfins' task.
5. While near "The Mountain", the PCs get the Song.
6. The PCs return to "The Shoreline" and the goldfins and get the Torch.
7. Lastly, the PCs return to "The Sea Cave" and receive their reward.

1: INTRODUCTION: STRANDED!

 *"Chaos! The spray of water is everywhere as your ship is hurled about like a cork amongst the massive waves generated by the ferocious storm. Around you, sailors are scrambling to collapse the sail though more than one of the ten deck hands have already been swept overboard. Then, as suddenly as it started, the ocean quiets. Or at least you thought it did. But upon seeing the look of terror on the swabbie before you, you turn to look over your shoulder. A massive wall of raging water curls over the ship, cocooning the vessel in darkness. Sound returns as the ocean crashes to the deck with a roar like thunder and the splintering of wood! Blackness engulfs you.*

Your head throbs and your salt laden lips crack beneath the heat of a blazing sun. You get unsteadily to your knees, retching up both the ocean and the remains of your last meal. A powerful thirst compels you to move, though you would be much more comfortable lying there for just a few more minutes. Remnants of memories tickle at your consciousness: the storm, the cracking of wood, and a whisper of treasure from a cliff-side opening. That last one seems more dream than memory when you think about it. As you look around slowly, for fear your head may fall off if you move too quickly, you take in ocean, sandy shore, a rocky cliff, jungle, sweeping plains, a mountain in the distance, and several of your shipmates that all look as bad off as you feel!"

- ENCOUNTER: None
- TRAP/CHALLENGE: none
- YIELD: Leaky rowboat
- STORY: Accounting for ship's crew (700 EP)*

From this point the PCs must decide what action to take. It should be made clear they are stranded, hungry, and extremely thirsty.

Enough of their provisions should have survived to take the edge off their hunger, but their remaining fresh

NOTE: The Story Award for "Accounting for the ship's crew (700 EP)" is earned only if **all ten** crew members are accounted for and the three survivors rescued.

water supply is dangerously low. Miraculously, their other equipment and gear can all be found scattered along the coast (The Battlerager may be chaotic, but he isn't evil!).

There are a few things to note along the shoreline as the party goes about recovering their gear:

- There is one *battered rowboat*. At a glance, it looks leaky but serviceable.

Story Award: Accounting for the ship's crew (700 EP). There is *one dead sailor* beneath the overturned rowboat. This award is earned only if all ten crew members are accounted for and the three survivors rescued.

- There are hundreds of *small clawed footprints* along where the beach meets the jungle. A **Survival** check (▼♦♦-40 [Average]) points out that the source is from the jungle and seems to foray out on to the beach only short distances where they intersect with crab trails.

(These are the footprints of the *Compsognathus* that inhabit the jungle like rats in a city.)

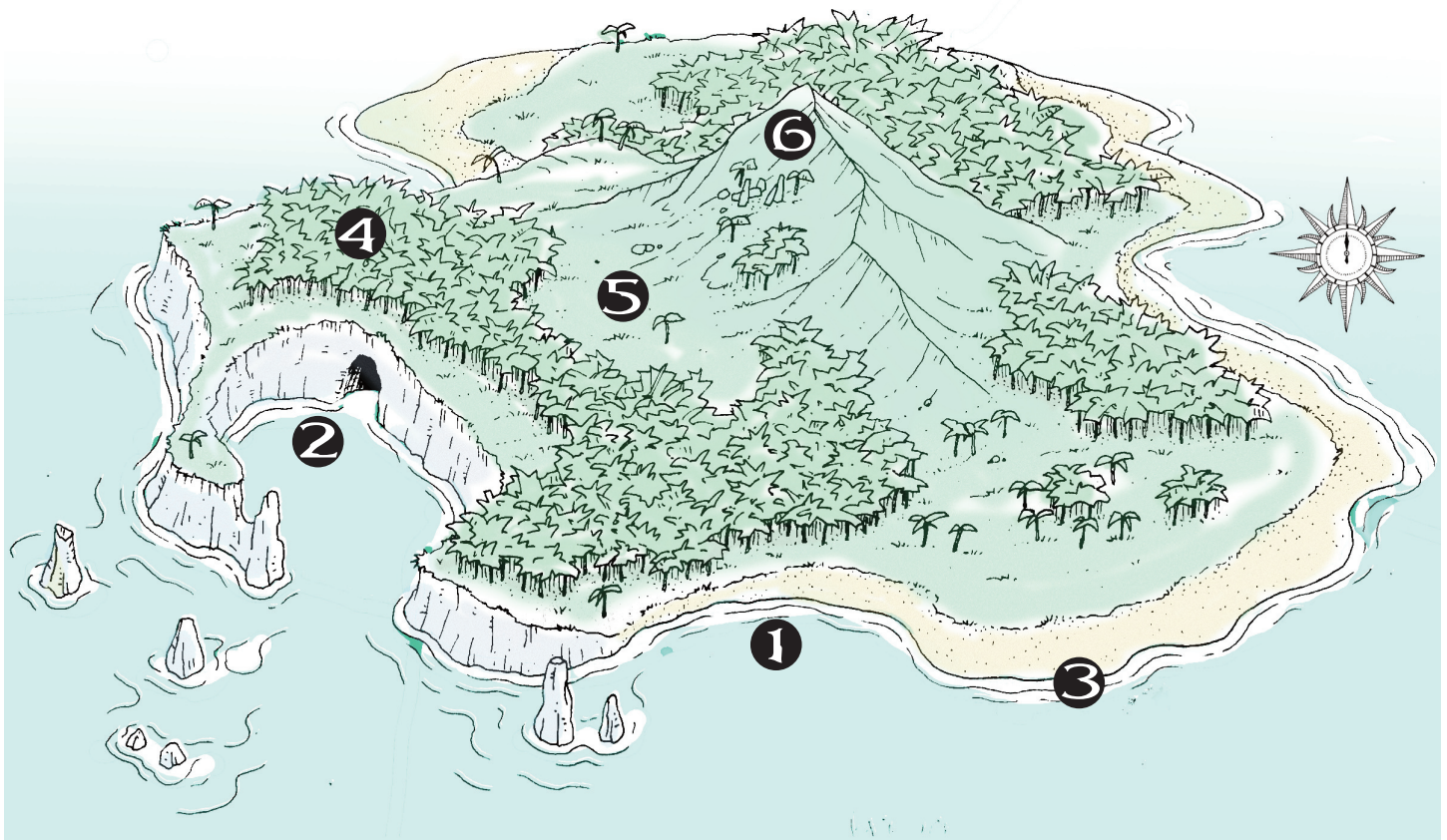
- Dozens of *bipedal, webbed footprints* can be found along the edge of the water. A **Tracking** check (▼♦♦-40 [Average]) reveals that the tracks originate from the sea at low tide. (*These are the tracks of the goldfins.*)

- One can sometimes hear a haunting, echoing whisper near the cliff face. A **Listening** check (▼♦♦-40 [Average]) identifies the sound as the echoing of wind blowing across the mouth of a cavern opening, though the opening itself is not visible from the shore and seems to come from around the bend in the seaside cliff.

- There are odd shadows roughly half-way up the mountain above the plains. An **Observation** check (▼♦♦-40 [Average]) adds that the shadows seem to be caused by what appear to be stone ruins, though at this distance it is difficult to tell more than it doesn't look like a natural feature of the mountain.

Isle of Red

- | | |
|--------------|-------------|
| 1. Stranded | 4. Jungle |
| 2. Sea Cave | 5. Plains |
| 3. Shoreline | 6. Mountain |



2: THE QUEST: THE SEA CAVE varies Darkness

- ❑ ENCOUNTER: Skiver x1 (330 EPs) Flailing Snail (625 EPs). Animated Armor x2 (750 EPs @)
- ❑ TRAP/CHALLENGE: Slope Trap (500 EPs if avoided)
- ❑ YIELD: Sconces, Snail Shell
- ❑ STORY: Collecting snail shell intact (500 EPs)

GM Note: For a four-hour adventure, skip to the encounter with the animated armor, summarizing the trek down but leaving out the skiver, slope trap, and gigantic flail snail]

The sea cave is large enough to fit four rowboats comfortably. At high tide, it is simple enough for the boats to enter and exit the sea cave with a **Boating** check (▼🌀-40 [Average]). At low tide, a single rowboat can still make the trip as long as it is running shallow in the water.

When the PCs enter the sea cave:


🌀 At the back of the sea cave is a small but protected beach. Crabs scuttle along the sands leaving tracks crisscrossing each other. At the back of the alcove, beyond twenty feet of sandy shore, is a black opening in the cavern wall. You could probably fit four small boats along the shoreline and maybe even rest on the beach.

Proceeding into the tunnel:

🌀 The tunnel leads steeply down below the island through corridors of limestone. Your outstretched arms can touch both sides of the rocky tunnel at times. In other parts of the passage you can walk three abreast, though it might be a bit cramped. From behind the walls, you can occasionally hear the flow of rushing water. At other times, a slow trickle. The sounds make your parched throats ache even more. If you don't get something to drink soon, you are not sure whether madness or dehydration will take you first!

As if in answer to your communal thought, your light floods out into a chamber roughly twenty-five feet across and twenty feet high. Several stalactites hang from the ceiling and drip occasional droplets of water on to stalagmites littering the floor. The sound of water dripping into a calm pool on the left side of the cavern is music to your ears. The absence of salt in the air gives you hope it might be drinkable.

This fresh water is completely safe to drink and quite tasty. The party should be very interested in filling empty water skins and quenching their thirst. Spending thirty seconds at the pool is long enough to quench their thirst for the time being. Spending a minute allows the filling of a water skin. However, the skiver that lives here waits to take out unwary and thirsty travelers. It is centered above the room and covers the ceiling.


2a


SKIVER

Attacks by Dropping

SPEED 10	ATTACK +6	INIT -4	DNG REDUCTION 0
DEFENSE +4	Special	THRESHOLD n/a	DAMAGE n/a
Special REACH	Special	TOP SAVE n/a	THRESHOLD n/a

Movement: 1/2
 Tenacity: Nervous
 Size: L

9
 PHYSICAL

 MENTAL
 4
 DODGE
 330
 EPV
 WOUNDS

39
HITPOINTS

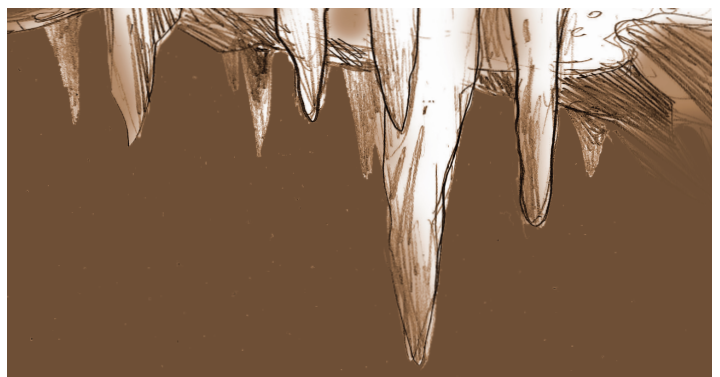
Thermal Vision

🌀 The passageway continues downward, turning back on itself several times only to continue its descent. Occasionally the path follows the side of an underground crevasse whose bottom is beyond sight or sound. Several smaller openings branch off the path at seemingly random angles to the main passageway but are too miniscule for safe passage.

A **Scrutiny** (▼🌀0 [Difficult]) earns the following information:

🌀 The floor of the passage is very smooth, and at times looks almost wet, though it is dry. At your touch, a dry crusty substance flakes off the floor, kind of like the flaky residue found in a soup bowl in the morning if it was not cleaned the night before.

A **Monster Lore** (▼🌀0 [Difficult]) identifies the flakes as dried mucus, likely from some sort of pseudopod, or maybe an ooze!



👂 You make out the sound of continuous thunder ahead of you. It grows ever louder as you move forward. Rounding a bend, the floor slopes downward yet again, leading directly at one of the bottomless ravines just before turning to the right and going around a corner. The thunderous roar of an underground waterfall pouring into the ravine from the darkness above makes it nearly impossible to hear each other.

PCs wishing to hear what another PC is saying must succeed at a **Listening** check (📉👂-40 [Average]).

The slope here is covered in mucous from a gigantic flailing snail that travels from a cavern of delectable fungi to the fresh water in the skiver room (**Slope Trap** (500 EP if successfully navigated)). The spray from the waterfall on to the pathway makes it very slippery.

PCs that venture out on to the slope without proper precautions must succeed at a **Feat of Agility** 🎲 vs. $d20p+15$ as they slide down the 30-foot slope at an initial rate of 5 feet per second and increasing at 5 feet per second per second. At the bottom of the slope they drop over the side of the ravine! A PC that made their **Feat of Agility** check is able to halt their slide or grab the ledge to prevent falling into the ravine. For those that fail, luckily there is a narrow ledge twenty feet down that will stop the unfortunates' fall (3d6p damage), at least for a moment. The ledge will support one person for two minutes, halving this time for each additional person on the ledge (1 minute for two people, 30 seconds for three people, etc.). After the allotted time, the ledge crumbles and anyone left relying on it will plummet to darkness and death unless they can fly or float on air or have some other fantastic means of survival.

Players taking sensible precautions to avoid slipping after recognizing the hazard can move down the slope at a crawl pace without requiring a **Feat of Agility**.

👂 *With the waterfall fading behind you but the ravine still to your left, the trail splits ahead. The right branching path opens up into a massive cavern filled with mushrooms and fungus of unusual size. The rock glistens with reflected light from your torch. The left branch continues downward into the depths.*

The left branch grows continually narrower, from 15 feet wide down to 5 feet and tapering off until there is no longer even the slightest of ledges a mere hundred feet down the path.

The large cavern of giant fungus is home to the **gigantic flail snail**. If the party hangs out here, they will encounter the mollusk. They will see it long before it is a threat, but if harassed it will not be pleased.

👂 Ahead, the corridor opens on to what must be a massive cavern, judging by the way sound echoes in here. Gigantic mushrooms and other fungi are everywhere, like a small subterranean forest. Interspersed amongst the stalks of fungi, there are numerous large boulders. One of those boulders, roughly a dozen feet tall and at the edge of your light, rotates slightly revealing several flail-like tentacles emerging from what you now recognize as a shell. One of those appendages suddenly lashes out and downward away from you and you hear a brief squeak cut short by a sickening crunching, splatting sound.

A **Monster Lore** check (📉👂-40 [Average]) recognizes the creature and recalls that an intact shell of such a creature can fetch a nice price (1,000 sp) among both art and trophy collectors.

Story Award: Collecting the Snail Shell Intact (500 EP). This award is earned if the party manages to keep the shell intact and returns it to the surface.

The path through the fungi jungle is easily traversed, leading to another short section of tunneled passageway sloping ever downward. The next room of note is the singular challenge the party will have to face to reach the bottom (the previous encounters being avoidable if they are smart). This is their host's first physical challenge. If the party cannot beat this encounter, they are not worthy of his time. Once victorious, the doors can be easily opened.

2b Gigantic Flailing Snail

Flailed Tentacles x6

SPEED 12*	INIT +4	16 PHYSICAL
ATTACK +14	DMG REDUCTION varies	
DEFENSE +8*	DAMAGE 2d8p +8	8 DODGE
REACH 6'	THRESHOLD n/a	1275 EPV
TOP SAVE n/a		WOUNDS

76 HITPOINTS

See Flailing Snail Crushing Blow Table in HOB2.

Vision Standard

👁️ The passageway levels at last, and a large lantern-lit room opens up before you. Sixty feet wide and one-hundred feet deep with a vaulted ceiling lost in darkness, this chamber is occupied by two rows of four massive stone pillars decorated with winged reptiles coiling around them as if in flight. Dragons! Creatures of legendary power and might! At the far side of the room, flanking a set of heavy iron doors are two sets of plate mail armor, the torchlight reflecting off their polished surfaces.

If the PCs approach the doors the suits of **animated armor** will attack. The four lanterns are mounted iron wall sconces with the cleric spell **Illumination: Lantern** cast upon them by their host just prior to their arrival and have 19 hours of illumination remaining. The sconces can be wrenched free from the wall with a **Feat of Strength** (🎲 vs. d20p+10) check. Each iron sconce weighs 10 pounds.


PCs with the **Fear of Heights** (PHB p130) quirk must make a morale check at -4 or they will not go willingly down this last decline. Otherwise it is easy to traverse.

👁️ Beyond the iron doors lies the end of the trail. Open air fills the void to either side of a narrow set of stairs carved out of the rock. They are dimly illuminated by a glowing moss that clings to sections of the wall of an immense cavern. The low light reveals a large lake below. The sheer drop of over one hundred feet to the lake below on either side of the staircase churns your stomach.

At the bottom of the steps there is a small landing before the path narrows to a two-foot-wide strip of stone that extends out towards the center of the lake where a large isle sits amidst the inky blackness. Atop the island, on top of an incalculable pile of coins and treasures, sits a massive **red dragon**! It appears to be sleeping.

The "dragon" is a follower of the Battle Rager. The red dragon is part of his ruse, a **Hologram, Permanent** (see ZG4 p21) spell cast with the cooperation of a cleric of the Temple of Sleepless Nights (see ZG4 p12). If the party is bold enough to parlay with the "dragon" he will offer to aid them if they can bring him four things.

As soon as anyone sets foot on the narrow strip of rock, takes a step back up the stairs, or disturbs the water read the following:


2c Animated ARMOR 

Long Sword

SPEED 5	INIT -1	PHYSICAL 10
ATTACK +10	DMG REDUCTION *	MENTAL 10
DEFENSE +9	M 2d8p	DODGE 750
DAMAGE +6	THRESHOLD n/a	EPV 750
REACH 3.5	TOP SAVE n/a	WOUNDS n/a

Movement: 10
Tenacity: Special
Size: M
HITPOINTS: 63

Vision 3rd Eye Spell equiv. *Follows preset instructions.*

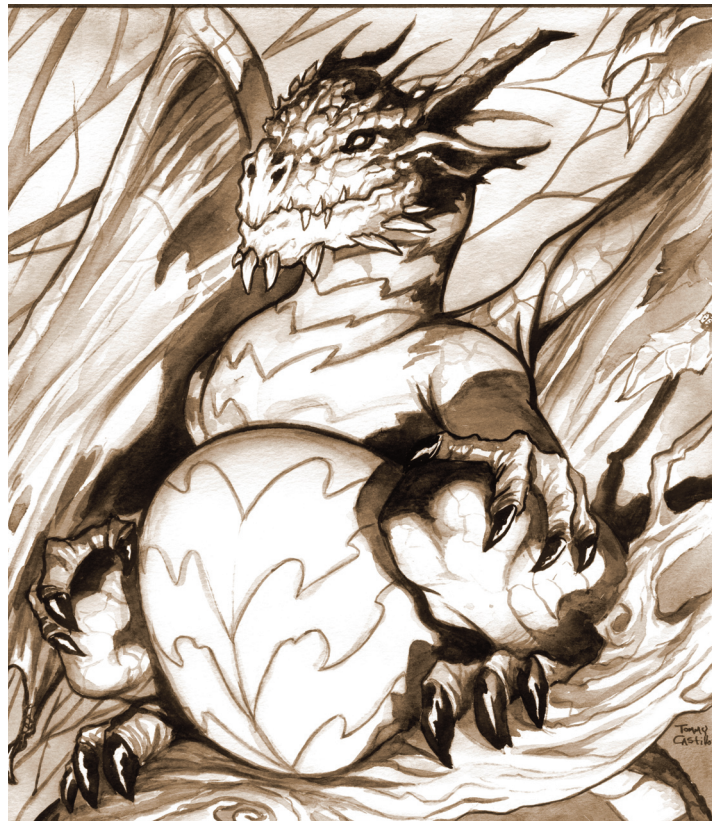
2d Animated ARMOR 

Long Sword

SPEED 5	INIT -1	PHYSICAL 10
ATTACK +10	DMG REDUCTION *	MENTAL 10
DEFENSE +9	M 2d8p	DODGE 750
DAMAGE +6	THRESHOLD n/a	EPV 750
REACH 3.5	TOP SAVE n/a	WOUNDS n/a

Movement: 10
Tenacity: Special
Size: M
HITPOINTS: 63

Vision 3rd Eye Spell equiv. *Follows preset instructions.*



Animated Armor Degradation Rules (PHB p197):

- Armor takes 1 point of damage for a critical hit, even if the critical hit ends up dealing no damage.

Armor takes 1 point of damage for each penetrating die roll (only on the initial dice, subsequent penetrations don't cause further armor damage. To clarify, a successful attack for which the damage die or dice penetrate damages armor. Whether this penetration is one die or all of them, the blow inflicts 1 point of armor damage. Thus, rolling a greater number of dice is more likely to damage armor but does not result in more damage. See PHB page 8 for an explanation of Dice Penetration rules.

* See the HoB2 for the efficacy of spells vs. these constructs.

🐉 The beast stirs! It raises its gargantuan head, red eyes glowing, to look on menacingly at you, tendrils of smoke drifting from its nostrils as it issues forth a challenge: "Who dares to disturb The Red?"

The dragon pauses to allow the party an opportunity to wet themselves and possibly introduce themselves if they can gather their wits about them. Although the dragon illusion is a Hologram spell, feel free to improvise the read aloud text to suit the situation or the actions of the PCs without giving away its true nature. Avoid getting into a detailed conversation off the topic of the challenge.

🐉 SILENCE!! I know you are here to seek escape from this Isle. I can provide such freedom, but first I must have sport! You have defeated my sentinels, so perhaps you are worthy of my time. I shall challenge you with four riddles.

Answer as many of them as you can and return the items to me by the second sunrise.

Should you complete two tasks, you shall earn your lives and your freedom from this isle.

Three tasks...? My respect.

Exceed my low expectations and I may have more to offer if you can accomplish all four.

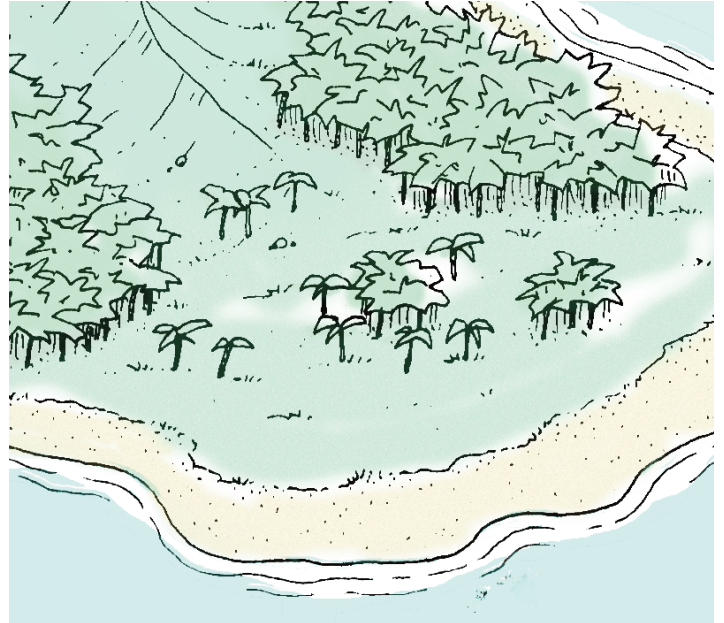
My time is valuable, and I will not waste it repeating myself. Are you ready to accept the challenge?

When the players are ready to hear the challenge, the dragon will continue.

🐉 Then listen well to my riddles, for they will not be repeated:

- From the depths of the sea, seek a torch you can bottle. [the Torch]*
- Within the shadows of the jungle, search out the pulsing blossom of the Jungle's Heart. [the Flower]*
- Amidst the song of the plains, obtain thunder's horn. [the Horn]*
- Lost in time on the mountainside among the ruins of rock and mist, recover the song of steel. [the Song]*

The dragon will provide no further clarification on the tasks. If the party seeks more detail, the dragon simply replies that if the information provided was not enough for them, perhaps they are not as worthy as he first deemed, and they should leave his presence immediately before he grows irritated.



Quest One: The Shoreline (the Torch)

ENCOUNTER: CARRION RENDERER Q1A (625 EPs)

GOLDFIN x8 (175 EPs EACH)

GIANT CRAB (422 EPs)

BLUE SHARK x36 (24 EPs EACH)

CARRION RENDERER Q1B (625 EPs)

TRAP/CHALLENGE: n/a

YIELD: Various animal/monster parts

STORY: Assisting the Goldfins (500 EPs)

GM Note: *The bottle of torchlight is the harvested light of a dead carrion renderer.*

The party notices tracks along the shoreline. These tracks are bipedal webbed feet and look somewhat recent, at least since the last tide. If it is near dawn or dusk, the party will encounter the goldfins automatically, where the creatures sit just offshore watching for potential prey to come along the shoreline where they can strike such unwary prey with their harpoons. If not, the party can then stake out that area and wait for the goldfins to emerge (dawn and dusk). The fishmen are curious about the castaways and hope to take advantage of their terrestrial prowess.

Ripples break the calm water. Following them to their source you see the head of a fish-like creature protruding from the surface only twenty feet from the shore. Its body is covered in orange scales, save for its left eye, which is ringed with red.

It reminds you of one of those fancy fish you once saw in the pool of the castle gardens, but this one is as big as a human.

The creature holds two empty webbed hands out of the water, though you can see a scythe strapped to its back.

To the left and right, additional fish creatures appear, flanking the first, though slightly ahead and remaining mostly submerged, ready to intercept any threats. Unlike the scythe on their leader's back, these flanking guards have no weapons visible. The central of the three calls out towards you in a keening, clicking voice, waving at you and the sea as it talks. It now seems to be waiting for a response.

She has a novice mastery of the human dialects, preferring her own Kartuanese tongue. If she must use a human dialect to communicate, it is very possible there will be confusion and misinterpretations.

Q1c **GOLDFIN**

SCYTHE

SPEED	15	INIT	-1
ATTACK	+8	DMG REDUCTION	
DEFENSE	+2		3
REACH	6'	DAMAGE	2d6p +5

THRESHOLD 20 EPV 175 WOUNDS

TOP SAVE 5

Movement: 2½ 30sw
Tenacity: Steady
Size: M

50 HITPOINTS

Low Light Blind Fighting

Q1d **GOLDFIN**

SCYTHE

SPEED	15	INIT	-1
ATTACK	+8	DMG REDUCTION	
DEFENSE	+2		3
REACH	6'	DAMAGE	2d6p +5

THRESHOLD 16 EPV 175 WOUNDS

TOP SAVE 5

Movement: 2½ 30sw
Tenacity: Steady
Size: M

39 HITPOINTS

Low Light Blind Fighting

Q1e **GOLDFIN**

HARPOON

SPEED	7	INIT	-1
ATTACK	+8	DMG REDUCTION	
DEFENSE	+2		3
REACH	6'	DAMAGE	d12p +2

THRESHOLD 18 EPV 175 WOUNDS

TOP SAVE 5

Movement: 2½ 30sw
Tenacity: Steady
Size: M

44 HITPOINTS

Low Light Blind Fighting

Q1f **GOLDFIN**

SCYTHE

SPEED	15	INIT	-1
ATTACK	+8	DMG REDUCTION	
DEFENSE	+2		3
REACH	6'	DAMAGE	2d6p +5

THRESHOLD 16 EPV 175 WOUNDS

TOP SAVE 5

Movement: 2½ 30sw
Tenacity: Steady
Size: M

40 HITPOINTS

Low Light Blind Fighting

Q1a **NERITA GOLDFIN**

HARPOON

SPEED	7	INIT	-1
ATTACK	+8	DMG REDUCTION	
DEFENSE	+2		3
REACH	6'	DAMAGE	d12p +2

THRESHOLD 19 EPV 175 WOUNDS

TOP SAVE 5

Movement: 2½ 30sw
Tenacity: Steady
Size: M

47 HITPOINTS

Low Light Blind Fighting

Q1b **GOLDFIN**

HARPOON

SPEED	7	INIT	-1
ATTACK	+8	DMG REDUCTION	
DEFENSE	+2		3
REACH	6'	DAMAGE	d12p +2

THRESHOLD 16 EPV 175 WOUNDS

TOP SAVE 5

Movement: 2½ 30sw
Tenacity: Steady
Size: M

38 HITPOINTS

Low Light Blind Fighting

Q1g **GOLDFIN**

HARPOON

SPEED	7	INIT	-1
ATTACK	+8	DMG REDUCTION	
DEFENSE	+2		3
REACH	6'	DAMAGE	d12p +2

THRESHOLD 17 EPV 175 WOUNDS

TOP SAVE 5

Movement: 2½ 30sw
Tenacity: Steady
Size: M

42 HITPOINTS

Low Light Blind Fighting

Q1h **GOLDFIN**

HARPOON

SPEED	7	INIT	-1
ATTACK	+8	DMG REDUCTION	
DEFENSE	+2		3
REACH	6'	DAMAGE	d12p +2

THRESHOLD 19 EPV 175 WOUNDS

TOP SAVE 5

Movement: 2½ 30sw
Tenacity: Steady
Size: M

47 HITPOINTS

Low Light Blind Fighting

See page 24 of the **GameMaster's Guide (GMG)** for Situational & Environmental Combat Modifiers related to underwater combat as well as GMG p74 for rules on Suffocation/Drowning, if necessary.

Also complicating communication is the fact that Nerita must dip below the water to breathe after each time she speaks. However, she is intelligent enough to use gestures (raising an appendage to her open mouth, for example, and pointing to the jungle) or simple depictions of her desires by scrawling in the sand.

The goldfins seek meat from the plains (a delicacy of their kind) and ask the party to get it for them. This could be deer, dinosaur, lion, etc., so long as each carcass is at least the size of a deer.

These can be obtained in any of the other parts of the adventure. They are open to trading as perhaps the party needs some information they could provide.

If the PCs are amenable to bartering, the goldfins can offer the following information:


Nerita knows the answer to the first riddle and tells the PCs it is the harvested light of a freshly killed carrion renderer. The creatures are common enough on the sea ledges around the island, below where sharks feed. She offers to show them where and how to find one if they will bring her two large game carcasses from the plains. Nerita will not divulge the “where and how” until the PCs bring her the requested game.

When the party returns with the requested game, Nerita will instruct them to drag one of the carcasses out into the water and leave it there for the goldfins.

The other should be gutted, its entrails dragged out into the water, creating a trail for the “lobster-squid” to follow ashore at dusk when it is attracted by the chum.

The creature may approach during the day but is unlikely to go ashore in daylight. Once you have slain the creature, you may harvest its’ light from behind its’ eyes. The goldfins will then take the proffered carcass and disappear beneath the water.


Should the party follow Nerita’s instructions, it will indeed work to attract the carrion renderer after about fifteen minutes.

Q1i **CARRION RENDERER** 

6 x TENTACLES

SPEED 2	INIT -4	PHYSICAL 12
ATTACK +11	DMG REDUCTION Head 0 Body 10	MENTAL 5
DEFENSE +4	d6p special	DODGE 8
REACH 6'	DAMAGE n/a	EPV 625
	THRESHOLD n/a	WOUNDS 53
	TOP SAVE n/a	HITPOINTS 53

Low Light save vs poison*

 *The water is calm. The blood and bile from the entrails you dragged into the water has dissipated to the point of no longer being visible.*

Then you see it. At first it is just a spot that is not as dark as the surrounding water.

Then you can make out a glowing mass moving beneath the placid surface. It draws nearer to the shore, the glow seeming to grow as less water lies between you and your quarry. At last the creature begins to crawl from the water, squid-like tentacles reaching forward, searching and drawing the morsels to itself.

Behind the fleshy and luminescent head trails nearly eight feet of hard, brown-red shell glistening in the fading light. Two large claws flank the softer head protectively as the creature makes its’ way towards the main course.

Story Award: Assisting the Goldfins (500 EP). This award is earned if the party provided the requested game.


If the PCs are hesitant or untrusting: the goldfin is quick to offer a token of information as a good faith gesture. She will tell the party not only what the Jungle’s Heart is, but where they can find one.

This information is accurate and will lead the party to the required flower (see **Quest Two: The Jungle**), which in turn will likely take the PCs to the horn (see **Quest Three: The Plains**).

If the party does not want to cooperate: They become the game. The goldfins, harpoons hidden beneath the water, will attack the nearest foes with their barbed weapons with cords attached, trying to hit the PCs and then drag them out into the water to finish them off.

The five goldfins that remained below the water will surface to join the attack.

The chum in the water following the fight will attract a **carrion renderer** which will arrive within fifteen minutes following the conclusion of the fight, likely while the PCs are rendering first aid. Unlike the encounter described if the PCs follow Nerita’s directions, the carrion renderer will not emerge from the water. The PCs will have to fight it in the shallows if they want to harvest the light.

Q1J **GIANT CRAB** 

2x Claws (major, minor)

SPEED 5	ATTACK +6	INIT +4
DEFENSE 0	DAMAGE d6p special	DMG REDUCTION Special see note
REACH see note	THRESHOLD n/a	TOP SAVE n/a

8 **PHYSICAL**
n/a **MENTAL**
2 **DODGE**
422 **EPV**
n/a **WOUNDS**

Movement: 5
Tenacity: Steady
Size: M
53 **HITPOINTS**

Standard Vision

Giant Crab Attack: Major Claw has five-foot reach and deals 2d6p dmg every 5 seconds to caught target. FoS vs. D20p+6 to escape grip. Minor claw only attacks after something is caught in major claw. As major claw tightens, does additional +1 to damage and adds +1 to FoS check every 5 seconds. See text for additional rules.




Giant Crab Damage Reduction: This heavily armored creature's outer carapace is slightly curved and very thick but tends towards brittleness. As such, they possess DR 3 versus crushing damage, DR 6 versus piercing damage, and DR 10 versus hacking damage.

If the party takes the difficult route of trying to find a carrion renderer on their own, it is not an impossible task, though they will have to overcome some additional challenges:

Beneath a rocky shelf teaming with fish in the shallows, a **giant crab** lies in wait for larger prey. When the lead PC goes over the rocky ledge, the giant crab attacks!

A school of **blue sharks** frolic among the coral snapping up fish off the island's sea shelf.

Below where the blue sharks feed, a **carrion renderer** feeds off the plentiful scraps provided by the sharks above. If the PCs encountered a carrion renderer earlier on shore, but it escaped back into the water, you may decide this is that same creature.

Q1k **CARRION RENDERER** 

6 x TENTACLES

SPEED 2	ATTACK +11	INIT -4
DEFENSE +4	DAMAGE d6p special	DMG REDUCTION Head 0 Body 10
REACH 6'	THRESHOLD n/a	TOP SAVE n/a

12 **PHYSICAL**
5 **MENTAL**
8 **DODGE**
625 **EPV**
n/a **WOUNDS**


Movement: 2½
Tenacity: Brave
Size: L
56 **HITPOINTS**

low light vision

save vs poison*

School of Blue Shark (36)

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<input type="checkbox"/> #2 28 hp Wounds: <input type="checkbox"/>	<input type="checkbox"/> #20 23 hp Wounds: <input type="checkbox"/>
<input type="checkbox"/> #3 25 hp Wounds: <input type="checkbox"/>	<input type="checkbox"/> #21 26 hp Wounds: <input type="checkbox"/>
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<input type="checkbox"/> #17 22 hp Wounds: <input type="checkbox"/>	<input type="checkbox"/> #35 28 hp Wounds: <input type="checkbox"/>
<input type="checkbox"/> #18 24 hp Wounds: <input type="checkbox"/>	<input type="checkbox"/> #36 21 hp Wounds: <input type="checkbox"/>

Q1L **BLUE SHARK** 

BITE

SPEED 3	ATTACK +2	INIT 0
DEFENSE +4	DAMAGE 1d8p	DMG REDUCTION 1
REACH 1'	THRESHOLD n/a	TOP SAVE n/a

8 **PHYSICAL**
n/a **MENTAL**
2 **DODGE**
24@ **EPV**
n/a **WOUNDS**

Movement: 10 25 burst
Tenacity: Nervous
Size: M

Isle of Red



Quest Two: The Jungle (the Flower)

- ENCOUNTER: Compsognathus x30 (10 EPs each)
 Velociraptors x6 (140 EPs per)
 Ceratosaurus (950 EPs)
 TRAP/CHALLENGE: n/a
 YIELD: various animal parts
 STORY: Accounting for the ship's crew (700 EPs)*
 Harvesting the Queen/honey (750 EPs)
 Obtaining the flower (1500 EPs)

GM Note: For a four-hour adventure, skip to the encounter with the Ceratosaurus, summarizing the march through the jungle and skipping the velociraptor, Compsognathus, and toffee bug encounters.]

The pulsing blossom of the Jungle's Heart is a rare flower growing on the island. It is distinct in both appearance (a large blood red blossom that pulses like a beating heart) and scent (an almost sickeningly sweet smell of overripe fruit with a hint of rancid meat).

The petals of the flower are leathery in texture and quite robust. The blossom will continue to beat for twenty-four hours after it is picked.

While trekking through the jungle, the party will get glimpses of reptiles scampering in the undergrowth. If they get a good enough look at one, they will see they are Compsognathus. These creatures will leave the party alone for now unless one of them becomes separated and injured, or they are foolish enough to try to sleep in the jungle.

An **Observation** check (▼♦ -80 (Easy)) spots the corpse of one of the sailors after a flock of Compsognathus scatters for cover.

Story Award: Accounting for the ship's crew (700 EP). There is one picked over corpse of a sailor just inside the jungle's canopy. This award is earned only if all ten crew members are accounted for and the three survivors rescued.

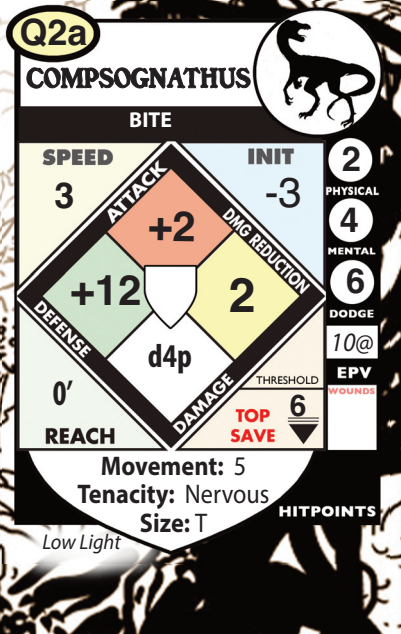
If the party got directions from the goldfins (see Quest One: The Shoreline) finding the flower should not take long but requires a successful **Tracking** check (▼♦ -40 [Average]). If the directions were given in a human dialect it is a **Tracking** check (▼♦ +0 [Difficult]). If they are bushwhacking on their own without the information from Nerita, it is a **Tracking** check (▼♦ +10 [Very Difficult]).

Each time they fail the check, have some **Compsognathus** harass the party, darting in to nip at their heels before darting away again. The number of scavengers should start at two and double with each failed check, indicating the lizards are testing their defenses and growing bolder.

After thirty compsognathus have been slain or driven off (four encounters), the next failed Tracking check results in the party wandering into a pack of **velociraptors**.

Flock of Compsognathus (30)

<input type="checkbox"/> #1 8 hp	Wounds: <input type="checkbox"/>	<input type="checkbox"/> #16 7 hp	Wounds: <input type="checkbox"/>
<input type="checkbox"/> #2 8 hp	Wounds: <input type="checkbox"/>	<input type="checkbox"/> #17 10 hp	Wounds: <input type="checkbox"/>
<input type="checkbox"/> #3 10 hp	Wounds: <input type="checkbox"/>	<input type="checkbox"/> #18 8 hp	Wounds: <input type="checkbox"/>
<input type="checkbox"/> #4 11 hp	Wounds: <input type="checkbox"/>	<input type="checkbox"/> #19 9 hp	Wounds: <input type="checkbox"/>
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<input type="checkbox"/> #6 9 hp	Wounds: <input type="checkbox"/>	<input type="checkbox"/> #21 8 hp	Wounds: <input type="checkbox"/>
<input type="checkbox"/> #7 8 hp	Wounds: <input type="checkbox"/>	<input type="checkbox"/> #22 10 hp	Wounds: <input type="checkbox"/>
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<input type="checkbox"/> #10 7 hp	Wounds: <input type="checkbox"/>	<input type="checkbox"/> #25 7 hp	Wounds: <input type="checkbox"/>
<input type="checkbox"/> #11 9 hp	Wounds: <input type="checkbox"/>	<input type="checkbox"/> #26 11 hp	Wounds: <input type="checkbox"/>
<input type="checkbox"/> #12 10 hp	Wounds: <input type="checkbox"/>	<input type="checkbox"/> #27 10 hp	Wounds: <input type="checkbox"/>
<input type="checkbox"/> #13 9 hp	Wounds: <input type="checkbox"/>	<input type="checkbox"/> #28 7 hp	Wounds: <input type="checkbox"/>
<input type="checkbox"/> #14 11 hp	Wounds: <input type="checkbox"/>	<input type="checkbox"/> #29 9 hp	Wounds: <input type="checkbox"/>
<input type="checkbox"/> #15 7 hp	Wounds: <input type="checkbox"/>	<input type="checkbox"/> #30 8 hp	Wounds: <input type="checkbox"/>



Q2a
COMPSOGNATHUS
 BITE
 SPEED 3
 INIT -3
 ATTACK +2
 DMG REDUCTION 2
 DEFENSE +12
 REACH 0'
 DAMAGE d4p
 THRESHOLD 6
 TOP SAVE 6
 Movement: 5
 Tenacity: Nervous
 Size: T
 HITPOINTS 10@
 EPV
 PHYSICAL 2
 MENTAL 4
 DODGE 6
 WOUNDS

🦖 Around you the jungle has gone suddenly silent. You get the feeling of something watching you. Ahead, one of the irksome little dinosaurs chirps at you and darts off into the jungle underbrush.

Make **Observation vs. Sneaking** checks 🎲. If any player spots the raptors, it will spoil their ambush. Roll initiative accordingly (d12 vs. d6)!

If the PCs encounter the velociraptors, they need only make one successful **Tracking** check (🎲 -40 [Average]) after that to locate the flower.

At this point each failed check costs them fifteen minutes of searching, though no more Compsognathus will bother them.

Q2b
VELOCIRAPTOR
 BITE
 SPEED 5 ATTACK +5 DMG REDUCTION
 DEFENSE +12 INIT -3
 2d4p
 REACH 1' DAMAGE THRESHOLD 5 EPV 140 WOUNDS
 TOP SAVE 7
 Movement: 5 Tenacity: Steady Size: S
 12 HITPOINTS
 Standard Vision

Q2c
VELOCIRAPTOR
 BITE
 SPEED 5 ATTACK +5 DMG REDUCTION
 DEFENSE +12 INIT -3
 2d4p
 REACH 1' DAMAGE THRESHOLD 6 EPV 140 WOUNDS
 TOP SAVE 7
 Movement: 5 Tenacity: Steady Size: S
 14 HITPOINTS
 Standard Vision

Q2d
VELOCIRAPTOR
 BITE
 SPEED 5 ATTACK +5 DMG REDUCTION
 DEFENSE +12 INIT -3
 2d4p
 REACH 1' DAMAGE THRESHOLD 7 EPV 140 WOUNDS
 TOP SAVE 7
 Movement: 5 Tenacity: Steady Size: S
 16 HITPOINTS
 Standard Vision

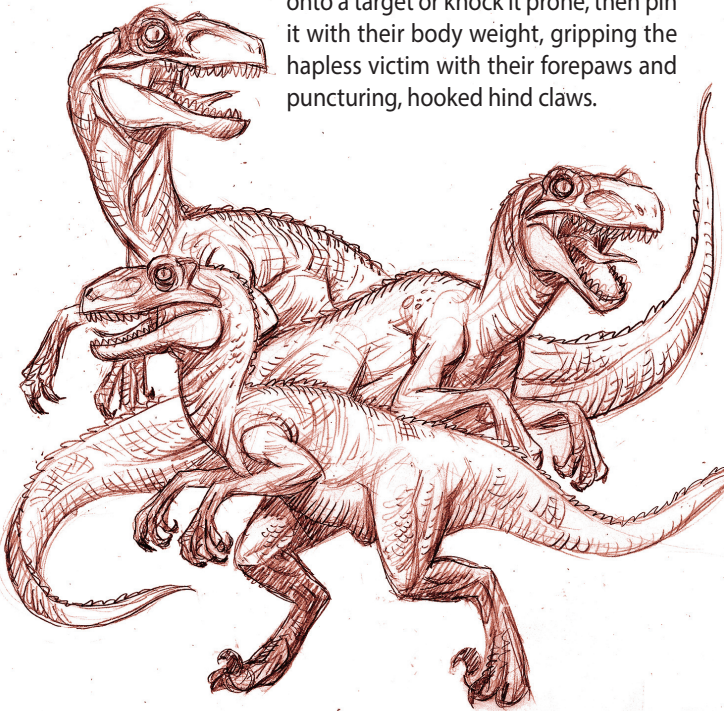
Q2e
VELOCIRAPTOR
 BITE
 SPEED 5 ATTACK +5 DMG REDUCTION
 DEFENSE +12 INIT -3
 2d4p
 REACH 1' DAMAGE THRESHOLD 8 EPV 140 WOUNDS
 TOP SAVE 7
 Movement: 5 Tenacity: Steady Size: S
 18 HITPOINTS
 Standard Vision

Q2f
VELOCIRAPTOR
 BITE
 SPEED 5 ATTACK +5 DMG REDUCTION
 DEFENSE +12 INIT -3
 2d4p
 REACH 1' DAMAGE THRESHOLD 6 EPV 140 WOUNDS
 TOP SAVE 7
 Movement: 5 Tenacity: Steady Size: S
 14 HITPOINTS
 Standard Vision

Q2g
VELOCIRAPTOR
 BITE
 SPEED 5 ATTACK +5 DMG REDUCTION
 DEFENSE +12 INIT -3
 2d4p
 REACH 1' DAMAGE THRESHOLD 7 EPV 140 WOUNDS
 TOP SAVE 7
 Movement: 5 Tenacity: Steady Size: S
 17 HITPOINTS
 Standard Vision

Velociraptor Special Attack

Raptors hunt by either ambush or speed, chasing down slower quarry. They use their great strength to leap onto a target or knock it prone, then pin it with their body weight, gripping the hapless victim with their forepaws and puncturing, hooked hind claws.



ATTACK: Initial leaping attack counts as a charge with respect to knock-backs; knock-back results in victim prone under the raptor. Thereafter, automatic claw damage every 3 seconds and +6 bite attack. A trapped victim attacks at -4 if face up (2 in 6).

When they locate the flower

The sickeningly sweet smell of overripe fruit mingled with a hint of rancid meat leads you to large blood red blossom about the size of a backpack. It pulses with a steady rhythm matched by the dance of a swarm of insects surrounding, crawling, and buzzing all over it, harvesting the sweet, sweet nectar. The flora here is heavy. Any number of creatures could be hiding there.

Nearby, fifty feet away and unseen, is the toffee bug queen. The party will have to deal with the **toffee bug swarm** to get the blossom.

The queen will begin to move away from the area once the swarm is at half its numbers. The party does not need to fight her to obtain the flower.

Story Award: Harvesting the Queen (750 EP). This award is earned if the party harvests the honey of the toffee hive (the queen).


TOFFEE BUG SWARM (50 hit points)

Toffee Bug Swarms deal 1 damage every five seconds to unarmored foes and 1 damage every second against foes in metallic armor. For every point of damage done to an armored foe, the swarm also takes commensurate damage.

Swarms are Immune to physical attacks. They will however take the full effect from any area effect spell that requires a physical or dodge saving throw. Torches cause d4p automatic damage against the swarm. See **Hacklopedia 2** for full details on Toffee Bug swarms and the Toffee Bug Queen.

Once the party has the blossom (it is about the size of a soccer ball and continues to "beat" for 24 hours after being separated from its root system) they will be wafting that scent all over the jungle attracting the attention of the flower's guardian, a gigantic **Ceratosaurus**.


Story Award: Accounting for the ship's crew (700 EP). There is one partially digested sailor in the stomach of the Ceratosaurus. This award is earned only if all ten crew members are accounted for and the three survivors rescued.

Q2i **QUEEN TOFFEE BUG** 

BITE		8	
SPEED	INIT	PHYSICAL	8
n/a	0	MENTAL	-2
ATTACK		DAMAGE REDUCTION	
n/a		*	
DEFENSE		DODGE	
-6		468	
DAMAGE		EPV	
*		n/a	
THRESHOLD		WOUNDS	
n/a		n/a	
REACH	TOP SAVE	63	
5'		HITPOINTS	
Movement: 1.25'		Size: H	
Tenacity: Fearless		Standard Vision	

SWALLOW ATTACK

Any attack in excess of 10 above the modified defense roll of a size M creature indicates that target has been swallowed whole – for size S and T this number drops to 8 and 6, respectively. When such ingestion occurs, the Ceratosaur will spend 5 seconds swallowing and then return to attacking and devouring additional meals. After eating two size M victims (or 4 size S, but size T might be up to a dozen), the ceratosaur will leave the battle to digest. Swallowed victims can do nothing and will suffer 1 HP per second until dead unless cut out and freed from the creature's bowels, a process requiring hacking weapons or saws inflicting 50% of the original ceratosaur's hit points in damage.

Q2h **CERATOSAURUS** 

BITE		6	
SPEED	INIT	PHYSICAL	4
6	-2	MENTAL	8
ATTACK		DAMAGE REDUCTION	
+5		6(8)	
DEFENSE		DODGE	
+10		950	
DAMAGE		EPV	
5d6p		WOUNDS	
THRESHOLD		9	
TOP SAVE		71	
29		HITPOINTS	
REACH	Movement: 5	Tenacity: Steady	
6'	Size: S	Standard Vision	
Swallow Attack			

Quest Three: The Plains (the Horn)

ENCOUNTER: Cave Lion x4 (950 EPs each)
 Leucrotta x2 (650 EPs each)
 Elasmotherium (750 EPs)

TRAP/CHALLENGE: N/A

YIELD: various animal parts

STORY: Accounting for the ship's crew (700 EPs)*

Rescuing lost sailor/navigator (500 EPs)

Obtaining the horn (1500 EPs)

GM Note: For a four-hour adventure, leave out the cave lions.

CERATOSAURUS Out on the plains, at the base of the mountain, is a large herd of antelope. Stalking the herd among the tall grasses is a den of cave lions.

A large herd of beasts roams the plains between the jungle and the base of the mountain. There must be at least a couple hundred of the hooved creatures. As you move closer you can make out that they are antelope.

Strangely, the gentle sound of a stringed instrument drifts towards you from the herd. It is accompanied by an enchanting vocal melody that gives the plains its own soundtrack. In contrast to the soothing sounds, a scene of carnage lies before you on the edge of the plains. The long grasses are trampled and soaked with blood. Large paw prints in the soft earth point to the source being some sort of cat.

These lions will not attack the party unless threatened by them or if they try to rescue the treed sailor below. Game is plentiful here and they won't risk fighting armed combatants unless forced.



The same cannot be said for the three sailors who were on the plains trying to snipe an antelope when they got attacked by the feline predators.

Armed with only crude bows and small knives, the sailors were not perceived as a threat. A perception that proved accurate, as the lions quickly took down two of the sailors. The third managed to escape though badly injured. She is hiding in a tree at the edge of the plains away from the mountain.

Story Award: Accounting for the ship's crew (700 EP). There are two picked over sailor corpses on the edge of the plains. This award is earned only if all ten crew members are accounted for and the three survivors rescued.

A **Tracking** check (▼🎯 -80 [Easy]) will be able to tell a third person got away. A **Tracking** check (▼🎯 -40 [Average]) will be able to follow the escapee's trail to the tree where she now hides, near death from blood loss and nearly unconscious with pain.

She can't climb down. Her name is **Lewao**, and she is the ship's navigator.

Should the party decide to get the sailor down, the lions will try to use that opportunity to sneak up on the party and ambush them while they are distracted.

Story Award: Rescuing the lost sailor (500 EP). This award is earned if the sailor is safely removed from the tree and taken to the beach.

Q3a LEWAO
Sailor -Navigator
Unarmed -Knife

Standard Vision Swimming 26% Cartography 76% HITPOINTS 20/2

Q3b CAVE LION
Bite & Claw

Low Light Vision Special Grab Attack HITPOINTS 84

Q3c CAVE LION
Bite & Claw

Low Light Vision Special Grab Attack HITPOINTS 75

Q3d CAVE LION
Bite & Claw

Low Light Vision Special Grab Attack HITPOINTS 74

Q3e CAVE LION
Bite & Claw

Low Light Vision Special Grab Attack HITPOINTS 79

Among the herd are two **leucrotta**. They use their vocal talents to mimic an enchanting vocal melody accompanied by the sound of a string bass. It really is quite remarkable, giving the plains their own soundtrack. If the party has met the goldfins and needs game, any two of the antelope or leucrotta will fulfill that task.

Q3f LEUCROTTA
Bite & Kick

Standard Vision Special Kick Attack HITPOINTS 61

Q3g LEUCROTTA
Bite & Kick

Standard Vision Special Kick Attack HITPOINTS 57

If the party attacks the herd, or gets within one hundred feet, the melody and strings turn to angry, blaring horns as the leucrotta sound the alarm and attack while the herd tries to flee.

Thirty seconds after the leucrotta sound the alarm, the ground begins to shake as distant thunder fills the air.

A cloud of approaching dust reveals the presence of thunder's horn, as an **elasmotherium** answers the call, massive horn lowered in a deadly charge!

Once the elasmotherium arrives, the leucrotta flee, attempting to leave the party paralyzed before the elasmotherium's oncoming charge!

Q3h

ELASMOTHERIUM

Ram & Trample

SPEED 12	INIT 0
ATTACK +12	DMG REDUCTION 6
DEFENSE 0	DAMAGE 4d4p +6

REACH 5'

THRESHOLD 28

TOP SAVE 10

Hit Points 68

Tenacity: Nervous/Brave

Size: G

Standard Vision

Special Trample Atk

PHYSICAL 20
MENTAL 14
DODGE 15
750
EPV

A scene of carnage lies before you. Churned earth and clumps of moss show where stones the sizes of your head were plucked from their natural resting place. Deep, barefooted humanoid tracks are scattered about. Thirty feet away you can see what happened to the rocks. Shards of broken stone lie scattered across a stony patch of ground. At your approach, a murder of crows takes to the sky, leaving the corpses they were feasting on visible. The bodies are unrecognizable as any particular person; though you are pretty sure the meat sacks that remain were once humans. Shattered and splintered bones protrude from breaks in the skin where the hurled stones caught shoulders and ribcages. One direct hit left nothing behind atop the shoulders but a smear of gray matter and blood. Bloody footprints similar to those you saw in the dirt are all over the exposed stone.

Story Award: Accounting for the ship's crew (700 EP). There are two sailor corpses here. This award is earned only if all ten crew members are accounted for and the three survivors rescued.

A **Tracking** check (▼🎲 -40 [Average]) is necessary for the PCs to follow the path the killer ape took when returning to its cave. Along the trail they will find signs that the source of the tracks seems to have been carrying a struggling victim with it. This path is away from the ruins they are hiking towards.

The trail leads to a mountain cave. A muscular ape is outside lounging in the shade of a rocky overhang picking its teeth with a bone splinter presumably from one of the sailors it killed back down the mountainside. What is left of a gnawed femur lies next to it. The beast occasionally looks over to a particular boulder, baring its fangs and licking its lips, as if it is imagining something tasty.

A **Scrutiny** check (▼🎲 -40 [Average]) reveals the boulder is covering up an opening in the rocky mountainside. It looks like it has been rolled in to place there.

A **Feat of Strength** vs. d20p+10 🎲 is required to move the boulder aside and free **Captain Raizix Naizix** and **First Mate Teelia**. Though they are badly bruised, scraped up, and bordering on dehydration, they are otherwise ok.

Quest Four: The Mountain (the Song)

ENCOUNTER: Killer Ape (925 EPs)
 Battle Rager Clerics x6 (292 EPs each)
 Keeper of the Isle (2325 EPs)

TRAP/CHALLENGE: n/a
 YIELD: various animal parts/hide

STORY: Accounting for the ship's crew (700 EPs)*
 Rescuing Captain and First Mate (500 EPs)
 Obtaining the Song (1500 EPs)
 Restoring the ruins (500 EPs)

GM Note: For a 4-hour adventure, leave out the killer ape encounter.


The song of steel is the ringing sound of steel on steel found in battle. The PCs will be able to "harvest" this song following the encounter in the rings. The song resonates in the stone for 36 hours.

Up in the mountains, the party can make their way towards the stone ruins they saw from their ship.

Along the trek are signs of a struggle maybe a day old.

They can follow tracks that lead to the mountainside cave of a killer ape, where two of the sailors swept overboard (the Captain and his First Mate) are being held captive, waiting only on the killer ape's appetite to return.

Story Award: Rescuing the Ape Captives (500 EP). This award is earned for freeing the two sailors and returning them to the beach. Accounting for the ship's crew (700 EP). Again, the ship's captain and first mate are here. This award is earned only if all ten crew members are accounted for and the three survivors rescued.

Q4a **KILLER APE** 

Maul or Clubs

SPEED	3	INIT	-2
ATTACK	+12	DMG REDUCTION	8
DEFENSE	+6	DAMAGE	30
REACH	2'	TOP SAVE	8

Special

Movement: 10
Tenacity: Steady
Size: L

73 HITPOINTS

Low Light Vision Maul: 2d4p+7 Bite: 2d3p+3

ring, etc., the six **lost clerics** inside become aware of the party. Roll a d12 for their initiative.

The party count does not begin until the first person enters the archway. In the time between interacting with the stone ring and entering, the lost clerics begin to cast spells with battle imminent.

The first cleric to act casts **Blessing** (PHB p290), followed by **Strength of Boar** (ZG2 p26), and **Bless** (PHB p290). The other clerics cast **Strength of Boar** and **Bless**.


When the first PC enters the archway, roll initiative for the PCs! Resolve the situation outside the ring before going to the action within the ring. Make note of when each PC enters the archway, for they will appear within the ring at the corresponding second when you switch the action to inside after all of the PCs have either entered or stated their intent to remain outside. If any are cowardly enough to do so, do not allow them to change their mind once they learn what is inside. An Honor Penalty is almost certainly in order as well.

Shifting the action to inside the ring, resume the count at the second the first PC entered the ring and read the following:

Beyond the arch, you step out into a fully intact set of standing stones as you gaze around at an almost identical landscape to the one you just left. Aside from the absent mist and intact stones, a cloaked figure steps in to view at the now whole stone archway directly across from you. The figure throws off its' cloak revealing a determined face ready to battle to the death! With eyes glowing red, it calls out in a voice filled with frenzied rage: "If you are scared you will walk away, if you are wise, you will run!"

A **Religion: Battle Rager (Easy)** check or **Religion: Other (Difficult)** check will recognize this as a common tenant of the Battle Rager's clerics.

Continue the count as normal, with each additional PC entering on the second corresponding to when they entered the archway. Each time someone new enters, the scene described above repeats itself, with another of the clerics appearing and throwing off its' cloak with the challenge to battle. Each PC, upon entering the rings, should roll a d8 and add their initiative modifier and adjust their count accordingly (adding a minimum of one second) as they react to their new surroundings.

Q4b **RAIZIX** 

Sailor Captain

Unarmed


SPEED	10	INIT	+4
ATTACK	+1	DMG REDUCTION	3
DEFENSE	3	DAMAGE	11
REACH	—	TOP SAVE	7

by weapon

Movement: 5
Tenacity: Cowardly
Size: M

32/29 HITPOINTS

Standard Vision Dehydration See Notes p24

Q4c **TEELIA** 

Sailor First M.

Unarmed -Fist

SPEED	10	INIT	+5
ATTACK	0	DMG REDUCTION	1
DEFENSE	-1	DAMAGE	9
REACH	—	TOP SAVE	7

by weapon

Movement: 2.5
Tenacity: Cowardly
Size: M

27/25 HITPOINTS

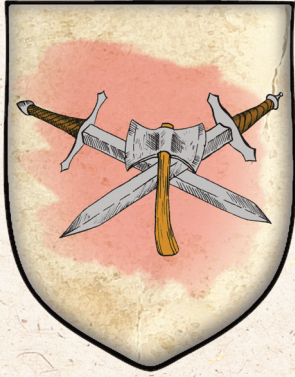
Standard Vision Dehydration See Notes p24

A heavy mist fills the air as you approach the stone ruins. The mists recede before you, revealing what remains of a ring of stone archways. Only one arch remains intact, the rest have either toppled over or are leaning heavily one direction or another. The mists do not completely disappear, halting their retreat once inside of the ring of stones where they swirl about as if being disturbed by unfelt zephyrs. It seems to be beckoning you to step through the intact arch.

If the party enters the rings from any place other than the archway, they will be greeted by a **bolt of lightning** (1d6p damage recurring every 10 seconds they remain within the ring) and the mists will roil about in ever increasing turmoil. Any objects thrown through the archway seem to just disappear without trace.

When the party first interacts with the stone ring (tosses a pebble inside, touches a stone, crosses into the

THE WAY OF THE BESERK



Alignment:
Chaotic Neutral

Divine Icon:
Small silver sword or double-bladed axe

Preferred Weapons:
Battle Axe and Great Sword

Weapons Permitted:
Any save pole arms

Armor Permitted:
Any (shields not permitted)

Bonus STPs: heavy armor, battle axe, great sword & hand axe (melee) proficiencies, Stout and Physical Conditioning talents

Powers: battle rage, courage

Restrictions: Brothers in Blood must have a min score of 11/01 in both Str and Con

Mandatory Quirk: Morbid Curiosity

See *Zealot's Guide Vol 4* for more information

The combatants are **lost clerics** of the Battle Rager (level 6 clerics of the Battle Rager). Throughout the course of the fight, a gathering thrum of ringing steel will grow from the archway the players entered. As each lost cleric is defeated, one arch will crumble and as its body fades it will utter a single word (see below).

Each cleric mutters a word as it dies: *Forever. Trapped. Desire. Escape. Repair. Stones.* (Adjust the word(s) as necessary to suit the number of players and still get the message across that they should repair the stone ring.)

When only one cleric remains, it will roar out the following final challenge:

☞ *"Here I stand, bloodied but unbowed, facing the darkness. Give me sport cowards!"*

A **Religion: Battle Rager (Trivial)** check or **Religion: Other (Average)** check recognize this as a common tenant of the Battle Rager's clerics, reputedly first spoken by the Sentinel of Unbridled Rage himself while helping his followers defeat hordes of giants in the ancient Vrykarr Mountains.

Q4d **YSMIRE**
Battle Rager
BASTARD SWORD

SPEED 6	ATTACK +8	INIT +4	PHYSICAL 7
DEFENSE 0	DMG REDUCTION 7	MENTAL -	DODGE 6
REACH 4.5'	DAMAGE d8p+ d10p+10	THRESHOLD 25	EPV 292
TOP SAVE 6	WOUNDS 6	HITPOINTS 42	

Movement: 10
Tenacity: Fearless
Size: M

Standard Vision Frenzied

Q4e **ET'GURAN**
Battle Rager
2x BATTLE AXES

SPEED 6	ATTACK +8	INIT +4	PHYSICAL 7
DEFENSE 0	DMG REDUCTION 7	MENTAL -	DODGE 6
REACH 3'	DAMAGE 4d3p +7	THRESHOLD 17	EPV 292
TOP SAVE 6	WOUNDS 6	HITPOINTS 41	

Movement: 10
Tenacity: Fearless
Size: M

Standard Vision Frenzied

Q4f **WYSTIN**
Battle Rager
BASTARD SWORD

SPEED 6	ATTACK +8	INIT +4	PHYSICAL 7
DEFENSE 0	DMG REDUCTION 7	MENTAL -	DODGE 6
REACH 4.5'	DAMAGE d8p+ d10p+10	THRESHOLD 19	EPV 292
TOP SAVE 7	WOUNDS 7	HITPOINTS 47	

Movement: 10
Tenacity: Fearless
Size: M

Standard Vision Frenzied

Q4g **GRARRD**
Battle Rager
BASTARD SWORD

SPEED 6	ATTACK +8	INIT +4	PHYSICAL 7
DEFENSE 0	DMG REDUCTION 7	MENTAL -	DODGE 6
REACH 4.5'	DAMAGE d8p+ d10p+10	THRESHOLD 20	EPV 292
TOP SAVE 8	WOUNDS 8	HITPOINTS 48	

Movement: 10
Tenacity: Fearless
Size: M

Standard Vision Frenzied

Q4h **EUSUAN**
Battle Rager
2x BATTLE AXES

SPEED 6	ATTACK +8	INIT +4	PHYSICAL 7
DEFENSE 0	DMG REDUCTION 7	MENTAL -	DODGE 6
REACH 3'	DAMAGE 4d3p +7	THRESHOLD 17	EPV 292
TOP SAVE 6	WOUNDS 6	HITPOINTS 41	

Movement: 10
Tenacity: Fearless
Size: M

Standard Vision Frenzied

Q4i **RADSYN**
Battle Rager
BASTARD SWORD

SPEED 6	ATTACK +8	INIT +4	PHYSICAL 7
DEFENSE 0	DMG REDUCTION 7	MENTAL -	DODGE 6
REACH 4.5'	DAMAGE d8p+ d10p+10	THRESHOLD 19	EPV 292
TOP SAVE 7	WOUNDS 7	HITPOINTS 46	

Movement: 10
Tenacity: Fearless
Size: M

Standard Vision Frenzied

When the last cleric disappears, the lone standing archway will be ringing with the song of steel. The archway is impassable until the song is collected. Characters can touch a metal object to the stone archway and the object will take up the thrum for 24 hours. They can now freely exit the ring via the archway.

Battle Ragers are completely immune to fear in any form. These lost clerics have the following spells prepared:

- L1 Alleviate Trauma; L2 Bless and Curse, Petty;
- L3 Blessing and Strength of the Boar.

They will each cast Bless and Strength of the Boar on themselves as soon as they are alerted to the presence of the PCs.

They will engage in battle by first casting Curse, Petty on their opponent, then going into a frenzy and attacking in melee.

These clerics will voluntarily induce a manic state functionally equivalent to HackFrenzy (PHB p138). As this battle rage is triggered at the priest's discretion, no compulsion exists to attack a particular target. The effects are identified below.

- Attacks at half his normal weapon speed (rounded up to the nearest second).
- Cannot utilize any special combat moves, cast spells, use ranged weapons nor can he retreat.
- Opponents of HackFrenzied characters can avail themselves of a near-perfect defense twice as often (i.e., 18 or 19 on the die).
- Temporarily suffer half damage* from any wound (after deducting DR).
- Trauma Save is elevated to their full Constitution score.
- They are also rendered temporarily immune to any spell requiring a Mental saving throw.

Should the PCs elect to restore the standing stones, the process takes two hours. This time can be reduced to 1 hour with a **Mathematics** check (▼🎲 -80 [Easy]) or if those doing the restoration have the Laborer proficiency.

If the PCs have both, the task takes a mere 30 minutes. As each archway is restored, one of the shadowy figures of the clerics will exit the archway and disappear.

Story Award: Restoring the ruins (500 EP). This award is earned by restoring the ruins to a full ring of archways at which time the spirits of the lost clerics are free to escape to their subsequent afterlife.

Conclusion

By the second sunrise, the party returns to the sea cave. A Fianna (HOB2 p120) will be waiting for them on the shore, his back to the tunnel. He takes the proffered items, congratulating the party on their success and honoring any who fell.

🐉 *A heavily muscled man standing over seven feet tall with an outrageous mane of long, wavy, red hair stands with feet shoulder width apart. His arms rest before him on the cross guard of an ornate broadsword, its point buried in the sand. He is clad in chain shirt stained dark blue and red and you can see a second identical broadsword strapped to his back. His skin is covered in numerous runic tattoos that seems almost as alive and wild as the man himself. The mystical sigils are duplicated in a golden bracer he wears on his right wrist. A palpable aura of power fills the air about him.*

If the party returned with only one item, he will admit misjudging them as persons of worth and substance. For his part in so badly sizing up the party, he allows them to leave, helping as required, but requires the party to leave all of their gear, minus their small clothes, behind.

Lose All Gear

Q4j **SIGHURZ**
THE KEEPER

Twin +2 Broad Swords

SPEED 3	ATTACK +21	INIT -1	PHYSICAL 20
DEFENSE d10p +6	DAMAGE 2d6p+ d3p+10	DMG REDUCTION 11	MENTAL 14
REACH 3.5'	THRESHOLD n/a	TOP SAVE n/a	DODGE 17
Movement: 20	Tenacity: Hero	Size: M	EPV 1850
			HITPOINTS 131

Standard Vision

THE KEEPER OF THE ISLE

As the Keeper of the Isle, Sighurz, a Fianna (HOB2 p120) is a formidable opponent.

Take note of the following:

Attack: Fianna attack aggressively but recklessly with their twin +2 broadswords. They prefer to target what they believe to be the strongest opponent on the battlefield.

Special: Immune to arcane magic, mundane fire, poison, and fear. Near Perfect Defense counts as a Perfect Defense. Do not eat, drink, or breathe. Regenerate 1 HP / 5 seconds. Allies within 50 feet go berserk (immune to fear/never fail morale).


Yield: chain shirt, golden bracer (worth 100sp)

If the party returned with two items, he will hand wave away any impediment that was keeping the party trapped on the isle (their ship can be seen floating intact in the water, their ship can be seen returning and searching for them, a gust of wind portents the return of the sail's power, etc.). **Treasure Hoard A**

If the party returned with three items, the Fianna offers a grudging respect for the survivors and increases the material rewards. **Treasure Hoard A + B**

If the party returned with all four items, the Fianna is most respectful of the party and enhances the reward with additional treasure. **Treasure Hoard A + B + C**

Story Award: Obtaining all four items (800 EP) This award is earned if the party returned with all four items.

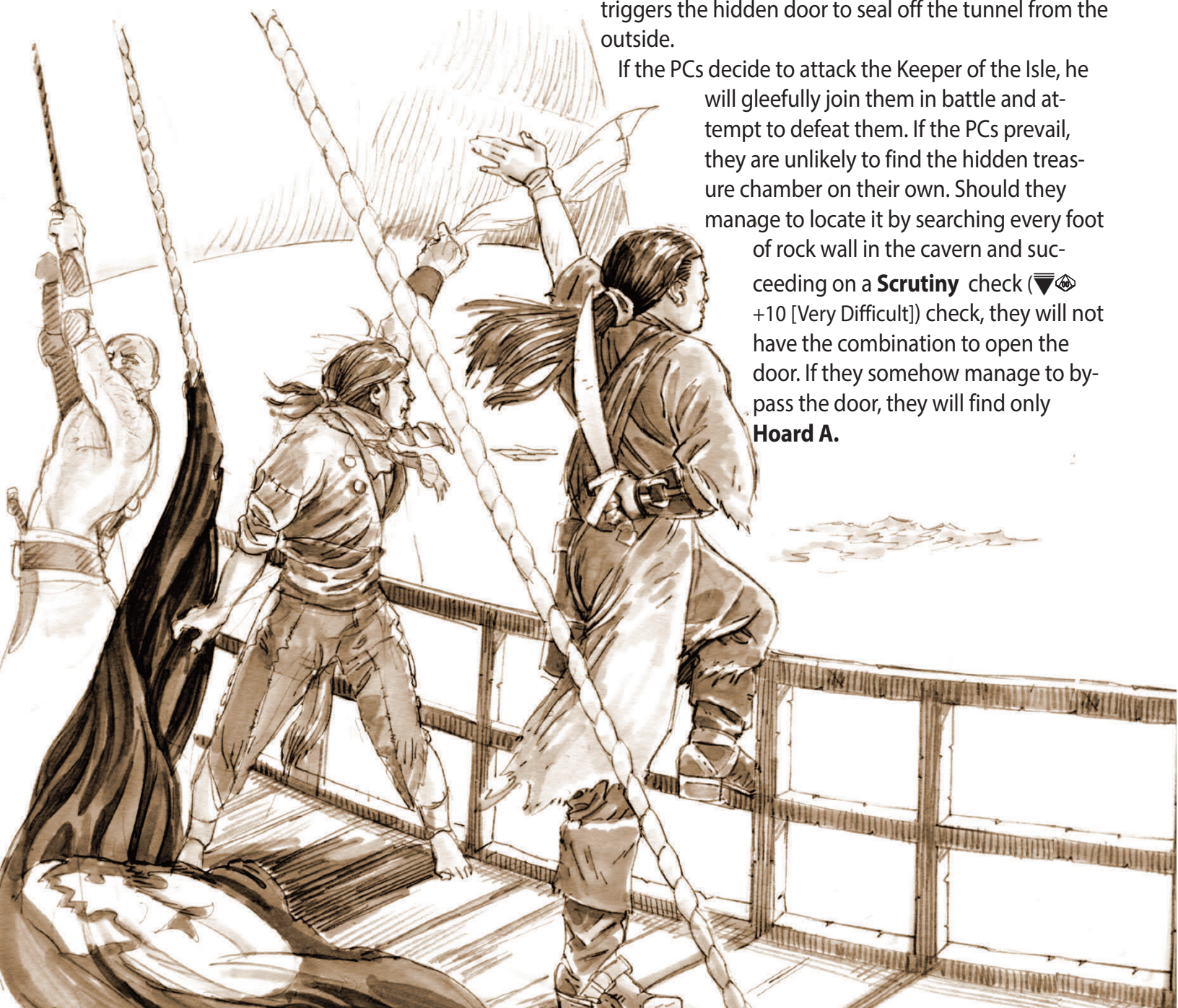
 *"The Keeper of the Isle strides across the beach to an unremarkable section of stone. Placing his hand on the wall he reveals a hidden panel containing a strange dial.*

He manipulates the dial and when he stops, there is a heavy thunk sound and the wall to his left swings slightly outward revealing the promise of a wealth of treasure beyond.

As the Keeper steps back away from the door he motions your party forward telling you: "Take the treasure you have earned and go with the Blessing of the Battle Rager.""

While the PCs investigate their loot, the Keeper retreats into the tunnel at the back of the sea cove and triggers the hidden door to seal off the tunnel from the outside.

If the PCs decide to attack the Keeper of the Isle, he will gleefully join them in battle and attempt to defeat them. If the PCs prevail, they are unlikely to find the hidden treasure chamber on their own. Should they manage to locate it by searching every foot of rock wall in the cavern and succeeding on a **Scrutiny** check (▼♦ +10 [Very Difficult]) check, they will not have the combination to open the door. If they somehow manage to bypass the door, they will find only **Hoard A**.



Keeper's Treasure

The Keeper of the Isle has collected a vast amount and varied assortment of treasures over the centuries. Feel free to substitute any of the treasures below for items of equivalent value that may better suit your PCs or narrative. The treasures listed below are based on the party completing all challenges on the isle, including side quests. You should reduce the treasures accordingly if encounters were skipped or not included.

Treasure Hoard A

(mundane treasure value of 1564 sp)

- War canoe (50 sp)
- Clay sculpture of a Deji fisherman (30 sp)
- Wooden sculpture of a lounging pig (5 sp)
- Finely spun wool hose (1 sp)
- Tiny platinum double bladed axe
(*devotional icon of the Battle Rager*) (10 sp)
- Deep purple silk cummerbund (5 sp)
- Golden, fully articulated pox victim's mask with potpourri hideaways (20 sp)
 - Child-sized circlet of silver in the shape of flowers (40sp)
 - Royal blue gemstone pin carved like a crashing wave (lapis lazuli) (200 sp)
 - Halberd: head resembles the heads of a chimera: snake spear point, eagle beak hook, and lion's maw axe blade (50 sp)
 - Pale blue gem (blue quartz) (10 sp)
 - Teal gem (malachite) (10 sp)
 - Royal blue gem (lapis lazuli) (10 sp)
 - 24 gp
 - 880 sp
 - 26 cp
 - Potion of Mind Control (GMG p291)
 - Potion of Orc Steadfastness (GMG p291)
 - Arcane Scroll:
 - Bash Face (L7)
 - Phantom Horse (L8)
 - Phantom Horse (L8)
- Javelin +3

Treasure Hoard B

(mundane treasure value of 1795 sp)

- Sunrise pattern pendant of deep blue, orange, and red gem flecks (blue sapphires, orange amber, and ruby) (1100 sp)
- Ivory sculpture/ wide-eyed barn owl (120 sp)
- Clay sculpture of three sneering goblins (45 sp)
- Large shield with gold-leaf boss shaped like a burning sun (80 sp)
- Turquoise gem (10 sp)
- Gem with green, pink, orange hues (tourmaline) (100 sp)
- Red gemstone (coral) (100 sp)
- 24gp
- Potion of Prescience (GMG p292)
- Arcane Scroll: Sure Grip Snare (L8)
- Ring Mail +2

Treasure Hoard C

(mundane treasure value of 2005 sp)

- Small silver ball (50 sp)
- Emerald hand pendant set with poseable fingers and golden knuckles (1190 sp)
- Bill-guisarme with head shaped like a perching vulture with glaring onyx eyes (35 sp)
- 48 gp
- Potion Indefatigable Dynamism (GMG p289)
- Shortbow +3

STORY AWARDS

- Collecting the Snail Shell Intact (500 EP)
 - Obtaining the Torch (1500 EP)
 - Assisting the Goldfins (500 EP)
 - Obtaining the Flower (1500 EP)
 - Harvesting the Honey (500 EP)
 - Obtaining the Horn (1500 EP)
 - Rescuing the Navigator (500 EP)
 - Obtaining the Song (1500 EP)
 - Rescuing the Captain and First Mate (500 EP)
 - Restoring the Ruins (500 EP)
 - Accounting for all 10 crewmembers (700 EP)
 - Obtaining all four items (800 EP)
- Total (if all story awards earned) = 10,500 EP**

ADVENTURE NOTES

The Surviving Lost Sailors

Any surviving sailors found during the course of the adventure effectively become part of the party. Although wounded and or suffering from their ordeal it is within the realm of possibility they will be healed by the party or pressed into service (especially if the party is attacked. The following additional information on these NPC's may be useful.

Navigator Lewao [Scribe HOB184]

Lewao has an 18-point wound on her left leg when found (complete with torn ligaments) where one of the big cats nearly caught her as she scrambled up the tree. As a result of the wound, she suffers from a severe limp (PHB p.139).

Lewao has the following skills:

Laborer, Maintenance/Upkeep, Astrology (76), Cartography (76), Direction Sense (76), Literacy: Reanaarese (51), Literacy: Svimohzish (51), Literacy: Kalamaran (51), Mathematics (51), Observation (26), Swimming (26)

Captain Raizix Naizix [Man-At-Arms HOB 185]

Captain Naizix currently has a 2 point wound when found and is in a state of dehydration (see dehydration).

Captain Raizix has the following skills:

Able Seaman Skill Suite: Laborer, Maintenance/Upkeep, Rigger, Rope use (51), Climbing/Rappelling (26), Swimming (26), Observation (26)

Administration (26), Boating (88), Cartography (26), Direction Sense (26), Leadership (26), Literacy: Reanaarese (30)

First Mate Teelia [Laborer HOB185]

Teelia currently has a 2-point wound and is also in a state of dehydration (see dehydration).

He has the following skills:

Laborer, Maintenance/Upkeep, Rigger, Seaman's Cant, Rope use (51), Climbing/Rappelling (26), Swimming (26), Observation (26)

Dehydration

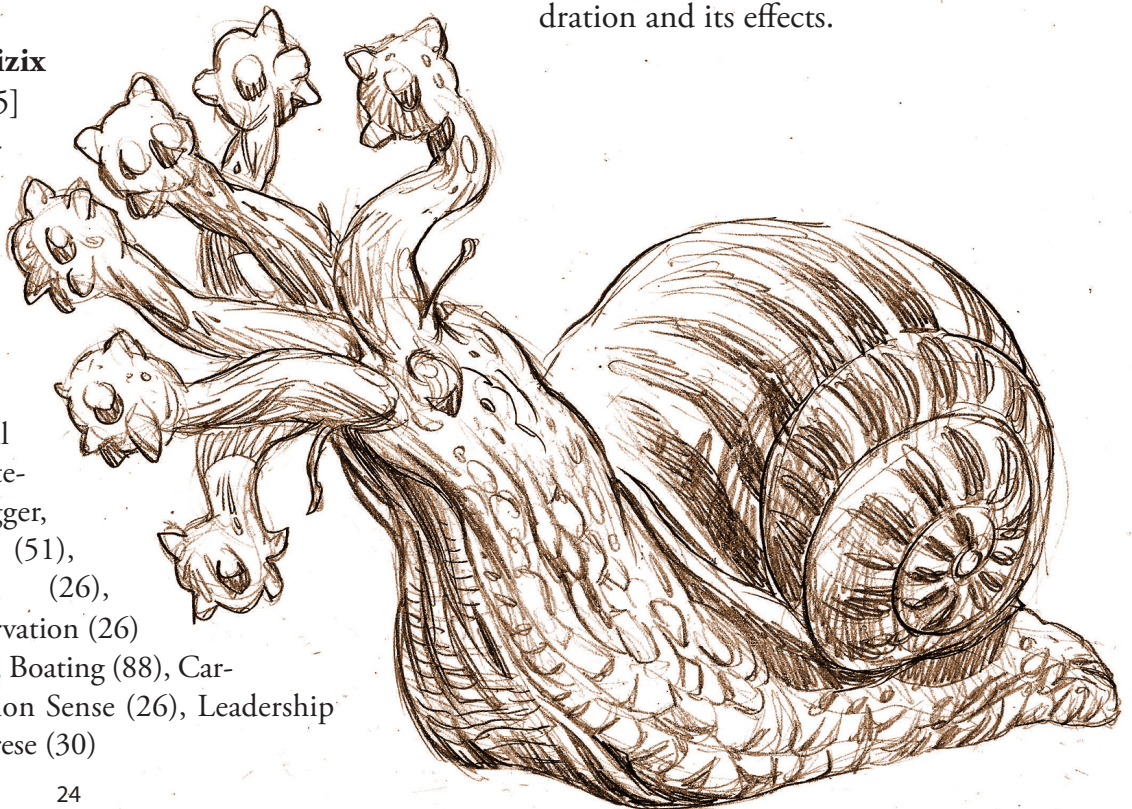
- On the morning the players begin their quest, the NPCs (lost sailors) are suffering from Mild dehydration.

- On the second day, if not found and aided previously, the surviving sailors suffer from Moderate dehydration.

- On the third day, they will be severely dehydrated.

- Should the PCs take four or more days to reach the trapped sailors, it is possible the sailors may die from dehydration.

See the GMG (p.72) for guidance on Dehydration and its effects.



Goldfin

Also Known As:
Deep Lurkers. Kartuan

Goldfins are members of a rare and graceful species of fishlike humanoids whose boldness and organized tactics make them powerful foes.

These deep-water humanoids are said to be distantly related to the deep stalkers. However, they are far less common than deep stalkers and less inclined to subterfuge. Goldfins are rarely encountered for they seldom approach land; and their long, exhausting undersea wars have left their population small and scattered.

Goldfins' scaly bodies range in color from white to pale orange with golden-colored fins and eyes. Their hands and feet are wide and delicate with long webbed fingers and toes all ending in narrow, sharp talons. A narrow dorsal fin along its spine and the two long shoulder fins allow them to slow and guide themselves in even the most difficult currents. This, coupled with a long tail that sweeps left and right, give the goldfin an advantage over deep stalkers in swimming and maneuverability.

Their heads are thick, the similarity to armored facemasks coming from the fact that the skull extends in two separate pieces over the shoulders. There is no flesh on these bony protrusions which are often chipped in battle or even knocked off entirely.

These bones do not heal. These skull plates cover the gills located on the neck and run laterally from the shoulder to the base of the skull. A goldfin has but to tilt back his head for his skull plates to cover his entire gills, keeping them safe from harm. Further ridges in the skull protect the goldfin's large eyes.

The goldfins are proud folk, known in the deep waters for their straightforward approach to problems.

They once lived in huge cities carved out of underwater mountains where they were known for wide, spacious tunnels and halls and opulently carved rooms. Though even the mermen legends speak of a great king of the goldfins who ruled the sea far and wide, those days are long past. Brutal wars with the more violent underwater dwellers left the goldfin cities in ruin and neglect. Their populations greatly reduced; they could not support the world created by their forefathers.

The goldfins never fully recovered from the ravages of war, and the deep waters now hold only distant memories of their former glory.

Goldfins cannot breathe air, though they can hold their breath while out of water similar to humans holding their breath while underwater. See page 74 of the GameMaster's Guide (GMG) for rules on Suffocation/Drowning. Goldfins speak their own language and are intelligent enough to learn other languages of surface dwellers should a willing teacher be available, though this is rare.

Combat/Tactics

The goldfins are organized in their attacks, fanning out to encircle their enemies and attack them from all sides including below and above. The attack sequence is rapid with each attacker flanking from a different direction to keep an opponent off guard. Unable to leave water for substantial durations, goldfin are skilled spearmen who use harpoons with cords when attacking humanoids on boats or land.



Goldfins open combat by summoning aquatic allies (see PHB p382 for the 15th Level Mage spell Summoning IV).

They then hurl harpoons (use statistics for javelin). For foes that are at the water's edge, they will utilize their harpoon with a cord attached that allows them, on a successful hit that deals 9 or more points of damage (after accounting for DR) and becomes deeply embedded (see DMG p18 and p19 for further information on embedded munitions and their removal), to then haul their quarry into the water where the aquatic race has a distinct advantage over land dwellers.

While so ensnared, the harpooned creature may rip themselves free of the harpoon although at the cost of an additional 2d4p damage (no DR): and the head of the harpoon breaks off in the wound.

After a successful harpoon embedment attack, the goldfin will attempt to drag its quarry into the water. This is an opposed Feat of Strength check made at +7 for the goldfin. If the opponent wins, the goldfin makes no progress. If the goldfin wins, the quarry is pulled 5 ft. The opponent can similarly try to drag the goldfin out of the water.

Once they have gained the upper hand by fighting in water, they enter melee combat using a scythe or their claws (d6p+2 damage; speed 7s).

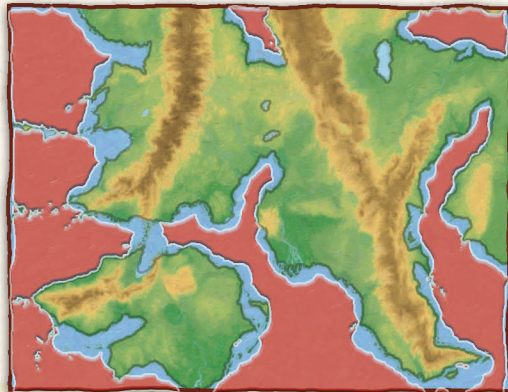
Habitat/Society:

The society of the goldfins is a simple one of order and strength. The stronger goldfins, male or female, command the lesser. These are referred to as Herders or Fins, the latter being the true rulers of their folk. They are led by a Master of the Fin but call their kings (of which there are none known still to exist) the Lords of the Deep.

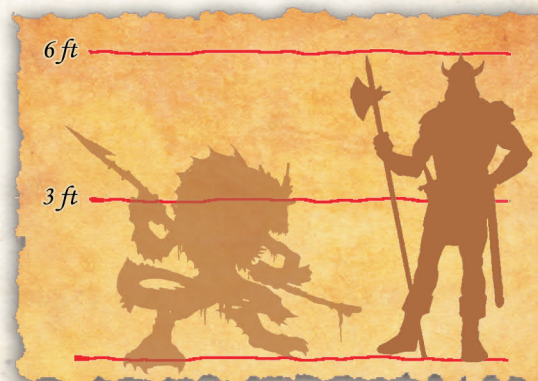
SIGN/TRACKS



RANGE ON TELLENE



SIZE COMPARISON



Goldfins have no love for the deep stalkers or mermen, but they are able allies of some of the greatest of the ocean's denizens. They tame giant squid, shark, and barracuda as allies and enjoy taking deep sea invertebrates as pets. Their greatest allies are the lobstermen, both sharing memories of past glories.

Goldfin homes have little to no furniture. Instead, goldfins build their homes to channel currents great and small. They sleep with eyes open (though covered with a protective membrane), floating on currents channeled through their rooms.

They also eat in a similar fashion. Food is generally small fish, invertebrates, and deep-water crabs. This food is released from large nets above the dining halls with the goldfins swimming to and fro eating what they can catch. Weak or sickly goldfin do not survive long, for the fastest and strongest snatch the best and most food.

The goldfins do not have the mammal's instinct for rearing young. They breed all year long though most travel to their breeding grounds to do so. These areas are in the deepest oceans and designed so that only the strongest goldfins can reach the inner chambers. The tunnels twist and turn through jagged underwater caverns, against strong currents that only the bravest and most powerful goldfins can overcome. Many a silent cavern entrance plays witness to violence with broken bodies of twisted scale and fin hurled out and back into the ocean.

Those females who survive the currents, the caves, and the ravages of their natural enemies come to the great grotto to lay their eggs. The males who survive fertilize them. Despite the dangers, the honor of breeding is sought by all goldfins, male and female. Of course, these conditions have led to the further demise of the goldfins, making it more difficult to breed.

On Tellene:

Proud goldfin cities once sprawled across the floors of the great Brandobian Ocean, but long wars with the sea trolls left many of their halls empty and their colonies bereft of wealth. The battles between these two people were titanic in nature and fought wholly beneath the surface of the sea, involving many other deep-water folk.

The ever devious deep stalkers joined first one side then the other, sometimes fighting their own kind on opposite sides of the battle lines. The goldfin often arrived in battle riding the backs of huge kraken while the great animals of the deep fought with them too. Neither side took victory in the war, so that in the end, many a goodly creature suffered for naught. Still, the goldfin suffered the greatest for they never fully recovered from the loss of so many of their people. Few on the surface knew of these wars at the time, and fewer still know of them today for the wars are lost to time and the ever-shifting currents of the deep.

Today, the goldfin have abandoned their original homes. Their cities stand empty, occupied only by sharks, sea trolls and other deep-sea creatures that made them their new home. The goldfin have retreated to areas undisturbed by men, mermen and deep stalkers, living in deep water throughout most of the world's oceans. They form small bands of two or three dozen though colonies are rare. Goldfin typically live in underwater caves or grottos, either natural or carved, perhaps by other goldfins in ages long past. They are very skilled at hiding their homes within deep sea vegetation, rock formations and the like. As such, many of the denizens of the deep, or those land dwellers foolish enough to ply underwater with magic, have swam near their homes never the wiser.

Some sages speculate that the fish-like humanoids of Lake Jorakk are in fact a distant tribe of goldfin who worship one of the powerful lobstermen as a god.

Though this theory is certainly plausible, no one has yet been able to explain how these particular goldfin can survive out of water or how both they and the lobstermen arrived in Lake Jorakk from the Brandobian Ocean.

Special: Due to their aquatic origin, goldfins wield their weapons without penalties in water. Goldfin have the Blind-Fighting Talent (PHB p148).

Number Appearing: Solitary, pair, team (3-5 plus one 1st-level Herder), squad (6-9 plus two 2nd-level Herders and one 3rd-level Herder), school (10-19 plus four 2nd-level Herders and one 5th-level Finlord) or army (2-5 teams with one 6th-level Finlord per two teams and one 8th-level Master).

Goldfin

HIT POINTS:	33+2d10
SIZE/WEIGHT:	M/200lbs
TENACITY:	Steady
INTELLIGENCE:	Above Average
FATIGUE FACTOR:	-4

SPEED 7	INIT -1
ATTACK +8	DMG REDUCTION 3
DEFENSE +2	DAMAGE 5
REACH 0 ft	TRAUMA SAVE ▼

MOVEMENT

CRAWL:	2½
WALK:	5
JOG:	10
RUN:	15
SWIM:	30

SAVES

PHYSICAL:	+7
MENTAL:	+10
DODGE:	+7

ATTACK: Shown above armed with harpoon (javelin), max. range 100'. May also use an aquatic scythe for 2d6p+5 (Speed 15s) and claws for d6p+2 (Speed 7s). Goldfin harpoons and scythes have serrated heads, usually fashioned from the hard shells or claws of underwater creatures. This deals +2 points of damage as seen in the Damage statistics block.

SPECIAL: -1 to Attack and Defense rolls as well as Saves and -5% to skill checks made while in bright light.


General Info

ACTIVITY CYCLE:	Diurnal
NO. APPEARING:	Solitary (see footnote)
% CHANCE IN LAIR:	50%
FREQUENCY:	Rare
ALIGNMENT:	Lawful Neutral
VISION TYPE:	Low light vision
AWARENESS/SENSES:	Blind Fighting
HABITAT:	Any aquatic
DIET:	Carnivore
ORGANIZATION:	Clan
CLIMATE/TERRAIN:	Underwater

Yield

MEDICINAL:	nil
SPELL COMPONENTS:	gills (for the 12th Level Mage spell Gills)
HIDE/TROPHY:	claws
TREASURE:	incidental
EDIBLE:	yes
OTHER:	nil
EXPERIENCE POINT VALUE:	175

ISLE OF RED ORDER OF HACK

2a SKIVER 

Attacks by Dropping

SPEED 10 **INIT** -4 **PHYSICAL** 9 **MENTAL** 4 **DODGE** 330 **EPV** n/a **WOUNDS** n/a

ATTACK +6 **DMG REDUCTION** 0


DEFENSE +4 **DAMAGE** Special

REACH Special **TOP SAVE** n/a

Movement: 1/2
Tenacity: Nervous
Size: L

39 **HITPOINTS**

Thermal Vision

2b Gigantic Flailing Snail 

Flailed Tentacles x6

SPEED 12* **INIT** +4 **PHYSICAL** 16 **MENTAL** 6 **DODGE** 1275 **EPV** n/a **WOUNDS** n/a

ATTACK +14 **DMG REDUCTION** varies

DEFENSE +8* **DAMAGE** 2d8p +8


REACH 6' **TOP SAVE** n/a

Movement: 2 1/2
Tenacity: Steady
Size: G

76 **HITPOINTS**

Vision Standard

See Flailing Snail Crushing Blow Table in HOB2.

2c Animated ARMOR 

Long Sword

SPEED 5 **INIT** -1 **PHYSICAL** 10 **MENTAL** 10 **DODGE** 750 **EPV** n/a **WOUNDS** n/a

ATTACK +10 **DMG REDUCTION** *

DEFENSE +9 **DAMAGE** 2d8p +6


REACH 3.5 **TOP SAVE** n/a

Movement: 10
Tenacity: Special
Size: M

63 **HITPOINTS**

Vision 3rd Eye Spell equiv.

Follows preset instructions.

2d Animated ARMOR 

Long Sword

SPEED 5 **INIT** -1 **PHYSICAL** 10 **MENTAL** 10 **DODGE** 750 **EPV** n/a **WOUNDS** n/a

ATTACK +10 **DMG REDUCTION** *

DEFENSE +9 **DAMAGE** 2d8p +6

REACH 3.5 **TOP SAVE** n/a

Movement: 10
Tenacity: Special
Size: M


63 **HITPOINTS**

Vision 3rd Eye Spell equiv.

Follows preset instructions.

Flailing Snail Crushing Blow Results

Crushing Blow Dmg	Required Save
16	Competing d20p roll, snail gains +6 bonus
24	Competing d20p roll
32	Competing d20p roll, snail suffers -6 penalty
40	none; shell automatically fractured

Q1a NERITA GOLDFIN 

HARPOON

SPEED 7 **INIT** -1 **PHYSICAL** 7 **MENTAL** 10 **DODGE** 175 **EPV** 19 **WOUNDS** 5

ATTACK +8 **DMG REDUCTION** 3


DEFENSE +2 **DAMAGE** d12p +2

REACH 6' **TOP SAVE** 5

Movement: 2 1/2 30sw
Tenacity: Steady
Size: M

47 **HITPOINTS**

Low Light Blind Fighting

Q1b GOLDFIN 

HARPOON

SPEED 7 **INIT** -1 **PHYSICAL** 7 **MENTAL** 10 **DODGE** 175 **EPV** 16 **WOUNDS** 5

ATTACK +8 **DMG REDUCTION** 3


DEFENSE +2 **DAMAGE** d12p +2

REACH 6' **TOP SAVE** 5

Movement: 2 1/2 30sw
Tenacity: Steady
Size: M

38 **HITPOINTS**

Low Light Blind Fighting

Q1c GOLDFIN 

SCYTHE

SPEED 15 **INIT** -1 **PHYSICAL** 7 **MENTAL** 10 **DODGE** 175 **EPV** 20 **WOUNDS** 5

ATTACK +8 **DMG REDUCTION** 3


DEFENSE +2 **DAMAGE** 2d6p +5

REACH 6' **TOP SAVE** 5

Movement: 2 1/2 30sw
Tenacity: Steady
Size: M

50 **HITPOINTS**

Low Light Blind Fighting

Q1d GOLDFIN 

SCYTHE

SPEED 15 **INIT** -1 **PHYSICAL** 7 **MENTAL** 10 **DODGE** 175 **EPV** 16 **WOUNDS** 5

ATTACK +8 **DMG REDUCTION** 3


DEFENSE +2 **DAMAGE** 2d6p +5

REACH 6' **TOP SAVE** 5

Movement: 2 1/2 30sw
Tenacity: Steady
Size: M

39 **HITPOINTS**

Low Light Blind Fighting

Q1e GOLDFIN 

HARPOON

SPEED 7 **INIT** -1 **PHYSICAL** 7 **MENTAL** 10 **DODGE** 175 **EPV** 18 **WOUNDS** 5

ATTACK +8 **DMG REDUCTION** 3


DEFENSE +2 **DAMAGE** d12p +2

REACH 6' **TOP SAVE** 5

Movement: 2 1/2 30sw
Tenacity: Steady
Size: M

44 **HITPOINTS**

Low Light Blind Fighting

Q1f GOLDFIN 

SCYTHE

SPEED 15 **INIT** -1 **PHYSICAL** 7 **MENTAL** 10 **DODGE** 175 **EPV** 16 **WOUNDS** 5

ATTACK +8 **DMG REDUCTION** 3


DEFENSE +2 **DAMAGE** 2d6p +5

REACH 6' **TOP SAVE** 5

Movement: 2 1/2 30sw
Tenacity: Steady
Size: M

40 **HITPOINTS**

Low Light Blind Fighting

Q1g GOLDFIN 

HARPOON

SPEED 7 **INIT** -1 **PHYSICAL** 7 **MENTAL** 10 **DODGE** 175 **EPV** 17 **WOUNDS** 5

ATTACK +8 **DMG REDUCTION** 3


DEFENSE +2 **DAMAGE** d12p +2

REACH 6' **TOP SAVE** 5

Movement: 2 1/2 30sw
Tenacity: Steady
Size: M

42 **HITPOINTS**

Low Light Blind Fighting

Q1h GOLDFIN 

HARPOON

SPEED 7 **INIT** -1 **PHYSICAL** 7 **MENTAL** 10 **DODGE** 175 **EPV** 19 **WOUNDS** 5

ATTACK +8 **DMG REDUCTION** 3


DEFENSE +2 **DAMAGE** d12p +2

REACH 6' **TOP SAVE** 5

Movement: 2 1/2 30sw
Tenacity: Steady
Size: M

47 **HITPOINTS**

Low Light Blind Fighting

Q1i **CARRION RENDERER** 

6 x TENTACLES

SPEED 2 **INIT** -4 **PHYSICAL** 12 **MENTAL** 5

ATTACK +11 **DMG REDUCTION** 8

DEFENSE +4 **DAMAGE** d6p special **THRESHOLD** n/a


REACH 6' **TOP SAVE** n/a

DODGE 625 **EPV** n/a

WOUNDS 53

Movement: 2½ **Tenacity:** Brave **Size:** L

Low Light *save vs poison**

Q1j **GIANT CRAB** 

2x Claws (major, minor)

SPEED 5 **INIT** +4 **PHYSICAL** 8 **MENTAL** n/a

ATTACK +6 **DMG REDUCTION** 2

DEFENSE 0 **DAMAGE** d6p special **THRESHOLD** n/a


REACH see note **TOP SAVE** n/a

DODGE 422 **EPV** n/a

WOUNDS 53

Movement: 5 **Tenacity:** Steady **Size:** M

Standard Vision

Q1k **CARRION RENDERER** 

6 x TENTACLES

SPEED 2 **INIT** -4 **PHYSICAL** 12 **MENTAL** 5

ATTACK +11 **DMG REDUCTION** 8

DEFENSE +4 **DAMAGE** d6p special **THRESHOLD** n/a

REACH 6' **TOP SAVE** n/a

DODGE 625 **EPV** n/a


WOUNDS 56

Movement: 2½ **Tenacity:** Brave **Size:** L

low light vision *save vs poison**

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|------------------------------|-------|---------|--------------------------|
| <input type="checkbox"/> #1 | 23 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #2 | 28 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #3 | 25 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #4 | 22 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #5 | 26 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #6 | 28 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #7 | 21 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #8 | 23 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #9 | 23 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #10 | 25 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #11 | 21 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #12 | 28 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #13 | 28 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #14 | 24 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #15 | 26 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #16 | 26 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #17 | 22 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #18 | 24 hp | Wounds: | <input type="checkbox"/> |

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| <input type="checkbox"/> #20 | 23 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #21 | 26 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #22 | 22 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #23 | 27 hp | Wounds: | <input type="checkbox"/> |
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| <input type="checkbox"/> #26 | 25 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #27 | 23 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #28 | 27 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #29 | 23 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #30 | 28 hp | Wounds: | <input type="checkbox"/> |
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| <input type="checkbox"/> #34 | 23 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #35 | 28 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #36 | 21 hp | Wounds: | <input type="checkbox"/> |

Q1L **BLUE SHARK** 

BITE

SPEED 3 **INIT** 0 **PHYSICAL** 8 **MENTAL** n/a

ATTACK +2 **DMG REDUCTION** 2

DEFENSE +4 **DAMAGE** 1d8p **THRESHOLD** 24@

REACH 1' **TOP SAVE** n/a


DODGE n/a **EPV** n/a

WOUNDS 24@

Movement: 10 25 burst **Tenacity:** Nervous **Size:** M

- | | | | |
|------------------------------|-------|---------|--------------------------|
| <input type="checkbox"/> #1 | 8 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #2 | 8 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #3 | 10 hp | Wounds: | <input type="checkbox"/> |
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| <input type="checkbox"/> #7 | 8 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #8 | 7 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #9 | 11 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #10 | 7 hp | Wounds: | <input type="checkbox"/> |
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| <input type="checkbox"/> #13 | 9 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #14 | 11 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #15 | 7 hp | Wounds: | <input type="checkbox"/> |

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|------------------------------|-------|---------|--------------------------|
| <input type="checkbox"/> #16 | 7 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #17 | 10 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #18 | 8 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #19 | 9 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #20 | 11 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #21 | 8 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #22 | 10 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #23 | 9 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #24 | 10 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #25 | 7 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #26 | 11 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #27 | 10 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #28 | 7 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #29 | 9 hp | Wounds: | <input type="checkbox"/> |
| <input type="checkbox"/> #30 | 8 hp | Wounds: | <input type="checkbox"/> |

Q2a **COMPSOGNATHUS** 

BITE

SPEED 3 **INIT** -3 **PHYSICAL** 2 **MENTAL** 4

ATTACK +2 **DMG REDUCTION** 6

DEFENSE +12 **DAMAGE** d4p **THRESHOLD** 6

REACH 0' **TOP SAVE** n/a

DODGE n/a **EPV** n/a

WOUNDS 6

Movement: 5 **Tenacity:** Nervous **Size:** T

Low Light

Q2b
VELOCIRAPTOR
 BITE
 SPEED 5 INIT -3
 ATTACK +5 DMG REDUCTION
 DEFENSE +12 4
 2d4p
 REACH 1' DAMAGE THRESHOLD 5 EPV 140 WOUNDS
 TOP SAVE 7
 Movement: 5
 Tenacity: Steady
 Size: S
 12 HITPOINTS

Standard Vision

Q2c
VELOCIRAPTOR
 BITE
 SPEED 5 INIT -3
 ATTACK +5 DMG REDUCTION
 DEFENSE +12 4
 2d4p
 REACH 1' DAMAGE THRESHOLD 6 EPV 140 WOUNDS
 TOP SAVE 7
 Movement: 5
 Tenacity: Steady
 Size: S
 14 HITPOINTS

Standard Vision

Q2d
VELOCIRAPTOR
 BITE
 SPEED 5 INIT -3
 ATTACK +5 DMG REDUCTION
 DEFENSE +12 4
 2d4p
 REACH 1' DAMAGE THRESHOLD 7 EPV 140 WOUNDS
 TOP SAVE 7
 Movement: 5
 Tenacity: Steady
 Size: S
 16 HITPOINTS

Standard Vision

Q2e
VELOCIRAPTOR
 BITE
 SPEED 5 INIT -3
 ATTACK +5 DMG REDUCTION
 DEFENSE +12 4
 2d4p
 REACH 1' DAMAGE THRESHOLD 8 EPV 140 WOUNDS
 TOP SAVE 7
 Movement: 5
 Tenacity: Steady
 Size: S
 18 HITPOINTS

Standard Vision

Q2f
VELOCIRAPTOR
 BITE
 SPEED 5 INIT -3
 ATTACK +5 DMG REDUCTION
 DEFENSE +12 4
 2d4p
 REACH 1' DAMAGE THRESHOLD 6 EPV 140 WOUNDS
 TOP SAVE 7
 Movement: 5
 Tenacity: Steady
 Size: S
 14 HITPOINTS

Standard Vision

Q2g
VELOCIRAPTOR
 BITE
 SPEED 5 INIT -3
 ATTACK +5 DMG REDUCTION
 DEFENSE +12 4
 2d4p
 REACH 1' DAMAGE THRESHOLD 7 EPV 140 WOUNDS
 TOP SAVE 7
 Movement: 5
 Tenacity: Steady
 Size: S
 17 HITPOINTS

Standard Vision


Raptors hunt by either ambush or speed, chasing down slower quarry. They use their great strength to leap onto a target or knock it prone, then pin it with their body weight, gripping the hapless victim with their forepaws and puncturing, hooked hind claws.

ATTACK: Initial leaping attack counts as a charge with respect to knock-backs; knock-back results in victim prone under the raptor. Thereafter, automatic claw damage every 3 seconds and +6 bite attack. A trapped victim attacks at -4 if face up (2 in 6).

TOFFEE BUG SWARM
(50 hit points)

Toffee Bug Swarms deal 1 damage every five seconds to unarmored foes and 1 damage every second against foes in metallic armor.

For every point of damage done to an armored foe, the swarm also takes commensurate damage. Swarms are Immune to physical attacks. They will however take the full effect from any area effect spell that requires a physical or dodge saving throw. Torches cause d4p automatic damage against the swarm. See **Hacklopedia 2** for full details on Toffee Bug swarms and the Toffee Bug Queen.

Q2i **QUEEN TOFFEE BUG** 

BITE

SPEED n/a	INIT 0
ATTACK n/a	DMG REDUCTION *
DEFENSE -6	DAMAGE 5d6p
REACH 5'	TOP SAVE n/a

8 PHYSICAL
— MENTAL
-2 DODGE
468 EPV
n/a WOUNDS

63 HITPOINTS


Movement: 1.25'
Tenacity: Fearless
Size: H

Standard Vision

SWALLOW ATTACK

Any attack in excess of 10 above the modified defense roll of a size M creature indicates that target has been swallowed whole – for size S and T this number drops to 8 and 6, respectively.

When such ingestion occurs, the Ceratosaur will spend 5 seconds swallowing and then return to attacking and devouring additional meals. After eating two size M victims (or 4 size S, but size T might be up to a dozen), the ceratosaur will leave the battle to digest. Swallowed victims can do nothing and will suffer 1 HP per second until dead unless cut out and freed from the creature's bowels, a process requiring hacking weapons or saws inflicting 50% of the original ceratosaur's hit points in damage.

Q2h **CEROSAURUS** 

BITE


SPEED 6	INIT -2
ATTACK +5	DMG REDUCTION 6(8)
DEFENSE +10	DAMAGE 5d6p
REACH 6'	TOP SAVE 9

6 PHYSICAL
4 MENTAL
8 DODGE
950 EPV
9 WOUNDS

71 HITPOINTS

Movement: 5
Tenacity: Steady
Size: S

Standard Vision *Swallow Attack*

Q3b **CAVE LION** 

Bite & Claw


SPEED 5	INIT -2
ATTACK +12	DMG REDUCTION 4
DEFENSE +4	DAMAGE 2d6p +8
REACH 2'	TOP SAVE 9

12 PHYSICAL
9 MENTAL
11 DODGE
950 EPV
37 WOUNDS

84 HITPOINTS

Movement: 15
Tenacity: Steady
Size: L

Low Light Vision *Special Grab Attack*

Q3c **CAVE LION** 

Bite & Claw


SPEED 5	INIT -2
ATTACK +12	DMG REDUCTION 4
DEFENSE +4	DAMAGE 2d6p +8
REACH 2'	TOP SAVE 9

12 PHYSICAL
9 MENTAL
11 DODGE
950 EPV
30 WOUNDS

75 HITPOINTS

Movement: 15
Tenacity: Steady
Size: L

Low Light Vision *Special Grab Attack*

Q3d **CAVE LION** 

Bite & Claw


SPEED 5	INIT -2
ATTACK +12	DMG REDUCTION 4
DEFENSE +4	DAMAGE 2d6p +8
REACH 2'	TOP SAVE 9

12 PHYSICAL
9 MENTAL
11 DODGE
950 EPV
30 WOUNDS

74 HITPOINTS

Movement: 15
Tenacity: Steady
Size: L

Low Light Vision *Special Grab Attack*

Q3e **CAVE LION** 

Bite & Claw


SPEED 5	INIT -2
ATTACK +12	DMG REDUCTION 4
DEFENSE +4	DAMAGE 2d6p +8
REACH 2'	TOP SAVE 9

12 PHYSICAL
9 MENTAL
11 DODGE
950 EPV
32 WOUNDS

79 HITPOINTS

Movement: 15
Tenacity: Steady
Size: L

Low Light Vision *Special Grab Attack*

Q3f **LEUCROTTA** 

Bite & Kick


SPEED 6	INIT +1
ATTACK +9	DMG REDUCTION 6
DEFENSE +3	DAMAGE 3d6p +3
REACH 2'	TOP SAVE 6

8 PHYSICAL
12 MENTAL
9 DODGE
650 EPV
25 WOUNDS

61 HITPOINTS

Movement: 25
Tenacity: Nervous
Size: L

Standard Vision *Special Kick Attack*

Q3g **LEUCROTTA** 

Bite & Kick


SPEED 6	INIT +1
ATTACK +9	DMG REDUCTION 6
DEFENSE +3	DAMAGE 3d6p +3
REACH 2'	TOP SAVE 6

8 PHYSICAL
12 MENTAL
9 DODGE
650 EPV
23 WOUNDS

57 HITPOINTS

Movement: 25
Tenacity: Nervous
Size: L

Standard Vision *Special Kick Attack*

Q3h **ELASMOTHERIUM** 

Ram & Trample


SPEED 12	INIT 0
ATTACK +12	DMG REDUCTION 6
DEFENSE 0	DAMAGE 4d4p +6
REACH 5'	TOP SAVE 10

20 PHYSICAL
14 MENTAL
15 DODGE
750 EPV
28 WOUNDS

68 HITPOINTS

Movement: 10
Tenacity: Nervous/Brave
Size: G

Standard Vision *Special Trample Atk*

Q4a **KILLER APE** 

Maul or Clubs

SPEED 3	INIT -2
ATTACK +12	DMG REDUCTION 8
DEFENSE +6	DAMAGE special
REACH 2'	TOP SAVE 8

13 PHYSICAL
8 MENTAL
8 DODGE
925 EPV
30 WOUNDS

73 HITPOINTS

Movement: 10
Tenacity: Steady
Size: L

Low Light Vision *Maul: 2d4p+7*
Bite: 2d3p+3

THE BATTLE RAGERS

Q4d YSMIRE
Battle Rager
BASTARD SWORD

SPEED 6 INIT 7
ATTACK +8 DMG REDUCTION
DEFENSE 0 DODGE 6
DAMAGE d8p+10 THRESHOLD 25
REACH 4.5' EPV 292
TOP SAVE 6

Movement: 10
Tenacity: Fearless
Size: M
HITPOINTS 42

Standard Vision Frenzied

Q4e ET'GURAN
Battle Rager
2x BATTLE AXES

SPEED 6 INIT 7
ATTACK +8 DMG REDUCTION
DEFENSE 0 DODGE 6
DAMAGE 4d3p+7 THRESHOLD 17
REACH 3' EPV 292
TOP SAVE 6

Movement: 10
Tenacity: Fearless
Size: M
HITPOINTS 41

Standard Vision Frenzied

Q4f WYSTIN
Battle Rager
BASTARD SWORD

SPEED 6 INIT 7
ATTACK +8 DMG REDUCTION
DEFENSE 0 DODGE 6
DAMAGE d8p+10 THRESHOLD 19
REACH 4.5' EPV 292
TOP SAVE 7

Movement: 10
Tenacity: Fearless
Size: M
HITPOINTS 47

Standard Vision Frenzied

Q4j SIGHURZ
THE KEEPER
Twin +2 Broad Swords

SPEED 3 INIT 20
ATTACK +21 DMG REDUCTION
DEFENSE +6 DODGE 14
DAMAGE d10p+6 THRESHOLD 11
REACH 3.5' EPV 1850
TOP SAVE n/a

Movement: 20
Tenacity: Hero
Size: M
HITPOINTS 131

Standard Vision

Q4g GRARRD
Battle Rager
BASTARD SWORD

SPEED 6 INIT 7
ATTACK +8 DMG REDUCTION
DEFENSE 0 DODGE 6
DAMAGE d8p+10 THRESHOLD 20
REACH 4.5' EPV 292
TOP SAVE 8

Movement: 10
Tenacity: Fearless
Size: M
HITPOINTS 48

Standard Vision Frenzied

Q4h EUSUAN
Battle Rager
2x BATTLE AXES

SPEED 6 INIT 7
ATTACK +8 DMG REDUCTION
DEFENSE 0 DODGE 6
DAMAGE 4d3p+7 THRESHOLD 17
REACH 3' EPV 292
TOP SAVE 6

Movement: 10
Tenacity: Fearless
Size: M
HITPOINTS 41

Standard Vision Frenzied

Q4i RADSYN
Battle Rager
BASTARD SWORD

SPEED 6 INIT 7
ATTACK +8 DMG REDUCTION
DEFENSE 0 DODGE 6
DAMAGE d8p+10 THRESHOLD 19
REACH 4.5' EPV 292
TOP SAVE 7

Movement: 10
Tenacity: Fearless
Size: M
HITPOINTS 46

Standard Vision Frenzied

THE LOST CREW

Q3a LEWAO
Sailor -Navigator
Unarmed -Knife

SPEED 9 INIT 0
ATTACK -1 DMG REDUCTION
DEFENSE -2 DODGE 0
DAMAGE 6dp-4 THRESHOLD n/a
REACH 1' EPV n/a
TOP SAVE 7

Movement: 10
Tenacity: Cowardly
Size: M
HITPOINTS 20/2

Standard Vision Swimming 26%
Cartography 76%

Q4b RAIZIX
Sailor Captain
Unarmed

SPEED 10 INIT 0
ATTACK +1 DMG REDUCTION
DEFENSE 3 DODGE 0
DAMAGE 3 THRESHOLD 11
REACH - EPV n/a
TOP SAVE 7

Movement: 5
Tenacity: Cowardly
Size: M
HITPOINTS 32/29

Standard Vision Dehydration
See Notes p24

Q4c TEELIA
Sailor First M.
Unarmed -Fist

SPEED 10 INIT 0
ATTACK 0 DMG REDUCTION
DEFENSE -1 DODGE 0
DAMAGE 1 THRESHOLD 9
REACH - EPV n/a
TOP SAVE 7

Movement: 2.5
Tenacity: Cowardly
Size: M
HITPOINTS 27/25

Standard Vision Dehydration
See Notes p24

Dead Sailors Found

- Lost Sailor #1
- Lost Sailor #2
- Lost Sailor #3
- Lost Sailor #4
- Lost Sailor #5
- Lost Sailor #6
- Lost Sailor #7

The HackMaster Challenge



The **HackMaster Challenge** is intended to be a fun way to compete with other groups by seeing who can achieve a higher score for the adventure in a limited time frame (4 hours). It may add value as groups can compete against their own previous high score.

The additional rules/restrictions for the HM Challenge as it was run at Gen Con 2019 are included below if your table would like to accept the Challenge!

The pre-generated characters that were used are also included as well as descriptions of the magic items they carry and their spell lists.

Gen Con 2019 Top Scores

1st – 1819, 2nd – 1741, 3rd – 1669,
4th – 1603, 5th – 1556, and 6th - 1508.

Set-up (15 minutes)

(Read/explain this part to your players.)

“Welcome to the HackMaster Challenge: Isle of Red! You will have 15 minutes to prepare yourself for the game, including choosing the pre-gen PCs you will take into the adventure. Should a PC fall during the adventure, that player may choose one of the remaining pre-gens. Once we begin, you will have 3 hours, plus a 15-minute break around the mid-point, to complete as many quests and/or slay as many foes as you can in that time. Honor points spent will incur a penalty. When the time is up, your table will receive a score based on objectives completed (some known, some hidden) as well as foes defeated and unused pre-gens. Good luck!”

Adventure Time (90 minutes)

Start the timer and commence “Introduction: Stranded!” (page 4) to the party. They are off!

When the party wakes up on the beach, continue the narrative to include them wading over to the sea cave that mysteriously beckons to them. The trek down to The Red should be summarized, skipping all the encounters prior to the “dragon”.

Break (15 minutes)

This break should occur around the 90-minute mark, though judgement should be used such that it does not interrupt combat.

Adventure Time (90 minutes)

The final stretch! Keep an eye on the clock and try to give the players at least one time reminder at the 30-minute mark.

Scoring (15 minutes)

Scoring will be per the HackMaster Challenge: Isle of Red Scorecard.

Only those foes that are actually slain count towards scoring. Opponents that run away or are allowed to escape do not earn points.

No further points are earned after time expires. If the players are mid-encounter when time is up, you can sum up the remainder of the combat based on how you feel the encounter is going. No points are awarded for an encounter ended this way.

HackMaster Challenge: Isle of Red Scorecard

Beach	# killed		EP	
		x	175	Goldfins
		x	211	Giant Crab
		x	32	Blue Sharks
		x	313	Carrion Renderer
obtaining the Torch (1500)				
assisting the goldfins (500)				
Beach area sub-total				

Plains	# killed		EP	
		x	950	Cave Lions
		x	650	Leucrotta
		x	375	Elasmotherium
obtaining the horn (1500)				
rescuing the lost sailor (500)				
Plains area sub-total				

Jungle	# killed		EP	
		x	10	Compsognathus
		x	140	Velociraptors
		x	180	Toffee Bug Swarm
		x	468	Toffee Bug Queen
		x	475	Ceratosaurus
obtaining the Flower (1500)				
harvesting the queen (500)				
Jungle area sub-total				

Mountains	# killed		EP	
		x	463	Killer Ape
		x	292	Lost Clerics
obtaining the song (1500)				
rescuing the ape captive (500)				
restoring the ruins (500)				
Mountains area sub-total				

	# of Players
--	---------------------

Bonus Obj.	#		EP	
		x	500	Look Ma, I didn't die! Unused pre-gens (500 each)
		x	-10	Honor Points Used (-10 points per point of Honor spent)
		x	10	Time Remaining: award 10 points for each minute remaining
accounting for all 10 sailors (700)				
obtaining all four items (800)				
Bonus area sub-total				

Beach sub-total
Jungle sub-total
Plains sub-total
Mountains sub-total
Bonus sub-total
Table Total
Table Score (Table Total / # of Players)

FINAL TABLE SCORE

Players	Name	Contact Info (e-mail, cell #, etc.)
1		
2		
3		
4		
5		
6		

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
5		80	40	

PROFICIENCIES
heavy armor, shields, warhammer, dagger, javelin

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS		
Early Riser	Flatulent	Trick Knee: 1 in 12 chance
		when running/sprinting

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Dwarven	77	47
Fhokki	24	----

TALENTS & RACIAL ABILITIES	BENEFITS:
Size L for knockbacks	requires 20 point hit for knockback
Low Light Vision	
Magic & Poison Resistance	+4 to saves
vs. Giants, Ogres, Trolls	+6 defense
vs. goblins, orcs, hobgoblins	+2 attack
Freedom of Action (p77)	can not be held or bound
Tough as Nails	d12 for trauma saves
Talents: warhammer	+1 SPD, +1 ATK, +1 DEF, +1 DMG

Magic Items or Spell Component(s)	Effects/Notes
silvered warhammer +2	
wand of healing (8 charges)	
healing salve	
potion of buoyancy	
potion of waterbreathing	
dagger +1	
minor healing potion: 2d4p or 1d3 twice*	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
belt, leather			backpack		
boots, leather			sack, large canvas		
cloak, woolen			sack, small canvas		
gloves, leather			wineskin, 2 quarts		
trousers, wool			trail rations (3 days)		
tunic, wool			chain mail armor		
undershirt, linen			large shield		
tinderbox			dagger		
torches (6)			quiver w/ 4 javelins		
rope, 50ft hemp			lockpicks		
flint & steel					
divine icon: shape of eagle's claw					
mirror, brass signal					
bandages, linen (24)					

SKILLS	Universal Skills	Mastery†
	Acting (Lks, Cha)	7 %
	Animal Husbandry (Wis)	15 %
	Animal Mimicry (Wis)	15 %
	Boating (Wis)	15 %
	Cartography* (Int)	45 %
	Climbing/Rappelling (Str, Dex)	9 (-26) %
	Current Affairs (Wis)	15 %
	Diplomacy (Cha)	7 %
	Disguise (Int, Cha)	7 %
	Distraction (Cha)	7 %
	Escape Artist (Int, Dex)	9 %
	Fire-Building (Wis)	15 %
	Glean Info. (Int, Wis, Cha)	7 %
	Hiding (Int, Dex)	9 (-31) %
	Interrogation (Wis, Cha)	7 %
	Intimidation (Str, Cha)	7 %
	Jumping (Str)	20 %

Law (Int)	13 %
Listening (Wis)	36 (26) %
Observation (Wis)	52 %
Oration (Cha)	7 %
Persuasion (Cha)	7 %
Pick Pocket (Dex)	9 (-51) %
Reading Lips (Int)	13 %
Recruiting (Cha)	7 %
Resist Persuasion (Wis)	15 %
Rope Use (Dex)	9 %
Salesmanship (Int, Wis, Cha)	7 %
Scrutiny (Wis)	15 %
Seduction, Art of (Cha, Lks)	7 %
Skilled Liar (Cha)	7 %
Sneaking (Dex)	9 (-41) %
Survival (Wis, Con)	29 %
Torture (Int)	13 %
Tracking (Wis)	15 %

Other Skills	Mastery
Divine Lore (Wis)	36 %
First Aid (Wis)	42 %
Lock Picking (Int, Dex)	36 (11) %
Mining (Str, Int)	24 %
Religion (Face of Free) (Wis)	64 %
Swimming (Str, Con)	28 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: Cleric Level: 9 Alignment: NG

Race: Halfling Sex: _____ Age: 47 Height: 3'6" Weight: 80 Hair: _____ Eyes: _____

Patron God(s): _____ Caregiver: _____ (Anointed? Y N Q) Handedness: R

ABILITIES	STR	DMG. MOD. -3	FEAT OF STR. -7	LIFT (LBS) 110	CARRY (LBS) 7	DRAG (LBS) 275	
	INT	ATTACK MOD. 0					
	WIS	INIT MOD. 0	DEFENSE MOD. 2	MENTAL SAVING THROW BONUS +2			
	DEX	INIT MOD. 3	ATTACK MOD. 0	DEFENSE MOD. -1	DODGE SAVING THROW BONUS 0	FEAT OF AGILITY -1	
	CON	PHYSICAL SAVING THROW BONUS +1					
	LKS						
	CHA	TURNING MOD. +4		MORALE MOD. +2			
	Honor	118		HON WINDOW Great	HON PENALTY WINDOW 20/2		
	Fame	0					
			HONOR BONUSES OR PENALTIES: +1 and a mulligan per session				
		CATEGORY OF FAME: <u>Obscure</u>					

Morale: Hero Fearless Brave Steady Nervous Cowardly

EXPERIENCE

11,200

FOR NEXT LEVEL:

14,150

Quick References

Observation Check: 53

Listening Check: 44

Feat of Strength: -7

Turn Undead:

SPEED 11 **INIT** 3

ATTACK 4 **DMG REDUCTION** 0

DEFENSE 7 **DAMAGE** 6

2d3p

REACH 4 1/2 **TOP SAVE** ▼

Weapon: small staff

SPEED 0 **INIT** 3

ATTACK 3 **DMG REDUCTION** 0

DEFENSE 5 **DAMAGE** 6

0

REACH **TOP SAVE** ▼

Weapon:

SPEED 0 **INIT** 3

ATTACK 0 **DMG REDUCTION** 0

DEFENSE 0 **DAMAGE** 6

0

REACH **TOP SAVE** ▼

Weapon:

SPEED 8 **INIT** 3

ATTACK 5 **DMG REDUCTION** 0

DEFENSE 0 **DAMAGE** 6

d4p +d6p+3

REACH **TOP SAVE** ▼

Weapon: sling +2

COMBAT PROFILE WITH MELEE WEAPON #1: small staff

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
3	0	1						Attack Bonus 4
		-1	-1					Speed -2
0	3							Initiative 3
	1	1	1	4				Defense 7
	-3	1						Damage -2

Base Weapon Speed: 13 Base Weapon Damage: 2d3p+2 Reach: 4 1/2

Specialization +1 (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Speed (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Defense (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes: _____

PREVIOUS HIT POINT ROLL

2

Luck Points

n/a

Threshold of Pain

20

Accumulated Building Points

1

Armor Worn

Body: none (damage reduction = 0)

Shield: none (+ defense, absorbs hp)

DAMAGE TRACKER: -1 -3

Fatigue Factor

COMBAT PROFILE WITH MELEE WEAPON #2: _____

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
3	0							Attack Bonus 3
								Speed 0
0	3							Initiative 3
	1			4				Defense 5
	-3							Damage -3

Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____

Specialization +1 (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Speed (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Defense (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes: _____

HIT POINTS: 49

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: sling +2

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
3	0	1	1					Attack Bonus 5
		-1	-1					Speed -2
0	3							Initiative 3
	1					2		Damage 3

Base Weapon RoF: 10 Base Weapon Damage: d4p+d6p

Specialization +1 (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Rate of Fire (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 40	d20p
41 - 80	d20p-4
81 - 120	d20p-6
121 - 160	d20p-8

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
9	2	6	80	

PROFICIENCIES
staff, heavy armor, shields, sling

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Hairy _____ Strange Body Odor _____

TALENTS & RACIAL ABILITIES	BENEFITS:
Initiative Die Bonus	roll one die better (ie. d6 instead of d8)
Hide in Natural Surroundings	+50% bonus to hide and sneak in those cases
Size small for knockbacks	blows of 10hp cause a knockback
Turn Undead (p242)	(d20p+turn mod+level) vs. (d20p+Will Factor)
Fear Immunity	also gives +1 against fear effects to allies w/i 10ft
Ministers of Mercy	may not harm defenseless foe
	may not coup de grace
	must accept surrender of any opponent

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Fhokki	76	16

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
belt, leather			knapsack		
boots, leather			belt pouch, small leather		
cloak, woolen			sack, small canvas		
gloves, leather			wineskin, 2 quart		
trousers, wool			trail rations (3 days)		
tunic, wool			mess kit		
undershirt, linen			rock salt (1 pound)		
tinderbox			small staff		
candles (12)			slingstones (20)		
rope, 50ft silk					
flint & steel					
bandages, linen (24)					
mirror, brass signal					
divine icon: stylized person on rainbow					

Magic Items or Spell Component(s)	Effects/Notes
scroll: purify water, sense divine magic, sense divine magic	
Healing Ointment (9 uses): treated wounds heal in half time	
wand of projectiles (1 charge)	
scroll: cure small wound, imperceptibility to undead	
firefly stone (1)	
scroll: divine grace, treat poison, call to action	
sling +2	
scroll: divine grace, call to action, treat poison	

SKILLS	Universal Skills	Mastery†
	Acting (Lks, Cha)	13 %
	Animal Husbandry (Wis)	16 %
	Animal Mimicry (Wis)	16 %
	Boating (Wis)	16 %
	Cartography* (Int)	----- %
	Climbing/Rappelling (Str, Dex)	5 (15) %
	Current Affairs (Wis)	16 %
	Diplomacy (Cha)	14 %
	Disguise (Int, Cha)	10 %
	Distraction (Cha)	14 %
	Escape Artist (Int, Dex)	9 %
	Fire-Building (Wis)	16 %
	Glean Info. (Int, Wis, Cha)	10 %
	Hiding (Int, Dex)	19 (24) %
	Interrogation (Wis, Cha)	14 %
	Intimidation (Str, Cha)	5 %
	Jumping (Str)	5 %

Law (Int)	10 %
Listening (Wis)	44 %
Observation (Wis)	53 %
Oration (Cha)	14 %
Persuasion (Cha)	31 %
Pick Pocket (Dex)	9 (14) %
Reading Lips (Int)	10 %
Recruiting (Cha)	14 %
Resist Persuasion (Wis)	42 %
Rope Use (Dex)	9 %
Salesmanship (Int, Wis, Cha)	10 %
Scrutiny (Wis)	16 %
Seduction, Art of (Cha, Lks)	13 %
Skilled Liar (Cha)	14 %
Sneaking (Dex)	11 (21) %
Survival (Wis, Con)	12 %
Torture (Int)	10 %
Tracking (Wis)	16 %

Other Skills	Mastery
Cooking/Baking (Int, Wis)	58 %
Divine Lore (Wis)	56 %
First Aid (Wis)	79 %
Religion: Caregiver (Wis)	66 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: Cleric Level: 9 Alignment: CG

Race: Human Sex: _____ Age: _____ Height: 5'10" Weight: 181 Hair: _____ Eyes: _____

Patron God(s): The Great Huntress (Anointed? Y N Q) Handedness: R

ABILITIES	STR	DMG. MOD.	0	FEAT OF STR.	0	LIFT (LBS)	205	CARRY (LBS)	12	DRAG (LBS)	513	
	INT	ATTACK MOD.	0									
	WIS	INIT MOD.	0	DEFENSE MOD.	2	MENTAL SAVING THROW BONUS	+2					
	DEX	INIT MOD.	1	ATTACK MOD.	0	DEFENSE MOD.	1	DODGE SAVING THROW BONUS	0	FEAT OF AGILITY	0	
	CON	PHYSICAL SAVING THROW BONUS +1										
	LKS											
	CHA	TURNING MOD.	n/a	MORALE MOD.	0							
	Honor	HON WINDOW	Great	HON PENALTY WINDOW	20/2							
	Fame	HONOR BONUSES OR PENALTIES: +1 and a mulligan per session										
		CATEGORY OF FAME: <u>Obscure</u>										

Morale: Hero Fearless Brave Steady Nervous Cowardly

EXPERIENCE

11,200

FOR NEXT LEVEL:

14,150

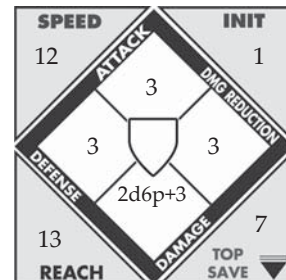
Quick References

Observation Check: 44

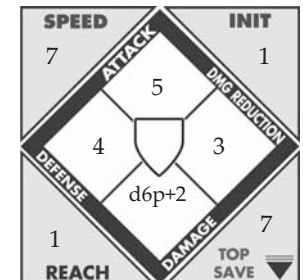
Listening Check: 41

Feat of Strength: 0

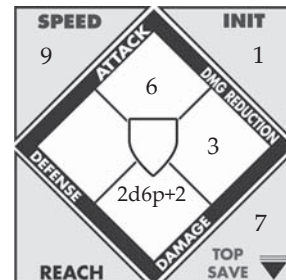
Turn Undead:



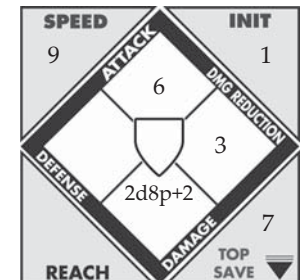
Weapon: spear



Weapon: knife +2/ knife



Weapon: short bow



Weapon: long bow

COMBAT PROFILE WITH MELEE WEAPON #1: spear

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
3	0							Attack Bonus 3
								Speed 0
0	1							Initiative 1
	3	1			-1			Defense 3
	0							Damage 0

Base Weapon Speed: 12 Base Weapon Damage: 2d6p+3 Reach: 13

Specialization +1 +2 +3 +4 +5

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Speed (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Defense (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes: _____

PREVIOUS HIT POINT ROLL

5

Luck Points

n/a

Threshold of Pain

21

Accumulated Building Points

3

Armor Worn

Body: leather +1 (damage reduction = 3)

Shield: none (+ defense, absorbs hp)

DAMAGE TRACKER: -1 -3

Fatigue Factor

COMBAT PROFILE WITH MELEE WEAPON #2: knife +2/ knife

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
3	0						2	Attack Bonus 5
								Speed 0
0	1							Initiative 1
	3	2			-1			Defense 4
	0						2	Damage 2

Base Weapon Speed: 7 Base Weapon Damage: d6p Reach: 1

Specialization +1 +2 +3 +4 +5

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Speed (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Defense (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes: two one-handed weapons, defending with the secondary weapon (p227)

HIT POINTS: 53

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: long bow

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
3	0	2	1					Attack Bonus 6
								Speed -3
0	1							Initiative 1
		2						Damage 2

Base Weapon RoF: 12 Base Weapon Damage: 2d8p

Specialization +1 +2 +3 +4 +5

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Rate of Fire (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - s50/60	d20p
s80 / 120	d20p-4
s120 / 160	d20p-6
s150 / 210	d20p-8

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	8	24	70	

PROFICIENCIES
knife, all ranged weapons, light armor, spear

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS
Superstitious: thinks world is flat
Limp, Severe: can't sprint, moves at half speed for race

TALENTS & RACIAL ABILITIES	BENEFITS:
Crack Shot: all ranged weapons	+1 Attack
Greased Lightning: shortbow/long	-1 Speed to shortbow and longbow
Precision Aiming (p151)	called shot delay only 1d2 seconds; 1/2 penalty
Advanced Sighting (p148)	treat targets as if only 2/3 their effective distance
Animal Form 1/day; 90s (p75)	size S mammalian predators (ie. weasel)

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Fhokki	75	14
Merchant's Tongue	15	----

Magic Items or Spell Component(s)	Effects/Notes
squirrel companion (sit, stay, come, fetch, trip, hide)	
scroll: bless weapon	
Minor Healing Potion: 2d4p or 2x 1d3 or 2d4p/2 to a wound	
potion of buoyancy	
scroll: Bless & Reveal Pits and Snares	
silvered arrows +2 (10)	
leather armor +1	
knife +2	
Crenlen's Cowl (p266)	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
belt, leather			backpack		
boots, leather			sack, large canvas		
cloak, woolen			sack, small canvas		
gloves, leather			wineskin (2 quart)		
trousers, wool			leather armor		
tunic, wool			knife x2		
undershirt, linen			shortbow		
tinderbox			longbow		
torch (6)			war quiver w/ 20 arrows		
rope, 50ft hemp			60 additional arrows		
wool blanket					
flint and steel					
divine icon, hawk w/ spread wings					
bandages, linen (24)					

SKILLS	Universal Skills	Mastery†
	Acting (Lks, Cha)	10 %
	Animal Husbandry (Wis)	15 %
	Animal Mimicry (Wis)	43 %
	Boating (Wis)	15 %
	Cartography* (Int)	10 %
	Climbing/Rappelling (Str, Dex)	10 %
	Current Affairs (Wis)	15 %
	Diplomacy (Cha)	10 %
	Disguise (Int, Cha)	10 %
	Distraction (Cha)	10 %
	Escape Artist (Int, Dex)	10 %
	Fire-Building (Wis)	26 %
	Glean Info. (Int, Wis, Cha)	10 %
	Hiding (Int, Dex)	10 %
	Interrogation (Wis, Cha)	10 %
	Intimidation (Str, Cha)	10 %
	Jumping (Str)	10 %

Law (Int)	10 %
Listening (Wis)	41 %
Observation (Wis)	44 %
Oration (Cha)	10 %
Persuasion (Cha)	10 %
Pick Pocket (Dex)	11 %
Reading Lips (Int)	10 %
Recruiting (Cha)	10 %
Resist Persuasion (Wis)	27 %
Rope Use (Dex)	11 %
Salesmanship (Int, Wis, Cha)	10 %
Scrutiny (Wis)	15 %
Seduction, Art of (Cha, Lks)	10 %
Skilled Liar (Cha)	10 %
Sneaking (Dex)	11 %
Survival (Wis, Con)	22 %
Torture (Int)	10 %
Tracking (Wis)	41 %

Other Skills	Mastery
Animal Empathy (Wis,Cha)	51 %
Botany (Int)	46 %
Direction Sense (Wis)	28 %
Divine Lore (Wis)	49 %
First Aid (Wis)	59 %
Forestry (Int)	22 %
Hunting (Wis)	71 %
Religion (Patient Arrow) (Wis)	66 %
Swimming (Str,Con)	26 %
Weather Sense (Wis)	21 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
6	1	44	10	

PROFICIENCIES
Shield, Heavy Armor, Minimal Skill Weapons, Phalanx Fighting,
battle axe, heavy crossbow, dagger, hand axe, javelin, warhammer,
throwing axe, Maintenance/Upkeep

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Racist _____ Greedy _____

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Dwarven	62	----
Fhokki	19	----
_____	_____	_____
_____	_____	_____

TALENTS & RACIAL ABILITIES	BENEFITS:
Size L for knockbacks	requires 20 point hit for knockback
Low Light Vision	_____
Magic & Poison Resistance	+6
vs. Giants, Ogres, Trolls	+6 defense
vs. goblins, orcs, hobgoblins	+2 attack
Talents: battle axe	Attack, Speed, Defense, Damage
Tough as Nails	roll d12 for Trauma Saves
_____	_____

Magic Items or Spell Component(s)	Effects/Notes
Potion of Orc Steadfastness (pg291) x2	
battle axe +2	
silvered battle axe +1	
Potion of Ardor (pg287)	
Potion of Buoyancy (pg287)	
Climber's Draught (pg287)	
_____	_____
_____	_____

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
belt, leather			backpack		
boots, leather			belt pouch, small leather (x2)		
cloak, woolen			sack, large canvas		
gloves, leather			sack, small canvas		
trousers, wool			spike, iron (3)		
undershirt, linen			chalk		
tinderbox			knife w/ sheath		
torch (6)			banded mail armor		
rope, 50ft hemp			medium shield		
wool blanket			dagger		
flint & steel			warhammer		
whetstone			javelin quiver w/ 4 javelins		
trail rations (3 day supply)			heavy crossbow and quarrel w/32 bolts		
wineskin (2 quart)					

SKILLS	Universal Skills	Mastery†
	Acting (Lks, Cha)	4 %
	Animal Husbandry (Wis)	9 %
	Animal Mimicry (Wis)	9 %
	Boating (Wis)	9 %
	Cartography* (Int)	---- %
	Climbing/Rappelling (Str, Dex)	24 (-16) %
	Current Affairs (Wis)	9 %
	Diplomacy (Cha)	9 %
	Disguise (Int, Cha)	7 %
	Distraction (Cha)	9 %
	Escape Artist (Int, Dex)	7 %
	Fire-Building (Wis)	9 %
	Glean Info. (Int, Wis, Cha)	7 %
	Hiding (Int, Dex)	7 (-33) %
	Interrogation (Wis, Cha)	9 %
	Intimidation (Str, Cha)	9 %
	Jumping (Str)	25 %

Law (Int)	7 %
Listening (Wis)	48 (38) %
Observation (Wis)	32 %
Oration (Cha)	9 %
Persuasion (Cha)	9 %
Pick Pocket (Dex)	10 (-50) %
Reading Lips (Int)	7 %
Recruiting (Cha)	9 %
Resist Persuasion (Wis)	9 %
Rope Use (Dex)	23 %
Salesmanship (Int, Wis, Cha)	7 %
Scrutiny (Wis)	9 %
Seduction, Art of (Cha, Lks)	4 %
Skilled Liar (Cha)	9 %
Sneaking (Dex)	10 (-40) %
Survival (Wis, Con)	9 %
Torture (Int)	7 %
Tracking (Wis)	9 %

Other Skills	Mastery
Appraisal: Arms & Armor (Int)	54 %
Mining (Str, Int)	25 %
_____	_____ %
_____	_____ %
_____	_____ %
_____	_____ %
_____	_____ %
_____	_____ %
_____	_____ %
_____	_____ %
_____	_____ %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
	1	6	60	

PROFICIENCIES
Shield, Heavy Armor, Minimum Skill Weapons, Longsword,
Light Crossbow, Phalanx Fighting, Maintenance/Upkeep,
Horseman's Mace, Etiquette/Manners, Lance

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Fhokki	60	34
Merchant's Tongue	24	----
_____	_____	_____
_____	_____	_____

TALENTS & RACIAL ABILITIES	BENEFITS:
Tough as Nails	Roll a d12 (vice d20) for Trauma Saves
Pain Tolerant	10% to Threshold of Pain
Talents: Longsword	Attack, Damage, Speed, Defense
_____	_____
_____	_____
_____	_____
_____	_____

Magic Items or Spell Component(s)	Effects/Notes
longsword +2	
Healing Ointment (9 uses): treated wounds heal in half time	
large shield +1	
Potion of Giantism	
Climber's Draught	
_____	_____
_____	_____
_____	_____
_____	_____

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
belt, leather			backpack		
boots, leather			belt pouch, small leather (x2)		
cloak, woolen			sack, large canvas		
gloves, leather			sack, small canvas		
trousers, wool			mirror, brass signal		
undershirt, linen			plate mail armor		
tinderbox			light crossbow		
torch (6)			quarrel w/ 15 bolts		
rope, 50ft hemp			_____		
wool blanket			_____		
flint & steel			_____		
whetstone			_____		
trail rations (3 day supply)			_____		
wineskin (2 quart)			_____		

SKILLS	Universal Skills	Mastery†
	Acting (Lks, Cha)	10 %
	Animal Husbandry (Wis)	12 %
	Animal Mimicry (Wis)	12 %
	Boating (Wis)	12 %
	Cartography* (Int)	8 %
	Climbing/Rappelling (Str, Dex)	11 (-49) %
	Current Affairs (Wis)	12 %
	Diplomacy (Cha)	72 %
	Disguise (Int, Cha)	8 %
	Distraction (Cha)	18 %
	Escape Artist (Int, Dex)	8 %
	Fire-Building (Wis)	12 %
	Glean Info. (Int, Wis, Cha)	8 %
	Hiding (Int, Dex)	8 (-32) %
	Interrogation (Wis, Cha)	12 %
	Intimidation (Str, Cha)	15 %
	Jumping (Str)	15 %

Law (Int)	8 %
Listening (Wis)	12 (-8) %
Observation (Wis)	19 %
Oration (Cha)	18 %
Persuasion (Cha)	18 %
Pick Pocket (Dex)	11 (-64) %
Reading Lips (Int)	8 %
Recruiting (Cha)	64 %
Resist Persuasion (Wis)	40 %
Rope Use (Dex)	11 %
Salesmanship (Int, Wis, Cha)	8 %
Scrutiny (Wis)	12 %
Seduction, Art of (Cha, Lks)	10 %
Skilled Liar (Cha)	18 %
Sneaking (Dex)	11 (-69) %
Survival (Wis, Con)	12 %
Torture (Int)	8 %
Tracking (Wis)	12 %

Other Skills	Mastery
Appraisal: Arms & Armor (Int)	31 %
Religion: The True (Wis)	48 %
Riding (Wis, Dex)	64 %
Swimming (Str, Con)	21 %
_____	_____ %
_____	_____ %
_____	_____ %
_____	_____ %
_____	_____ %
_____	_____ %
_____	_____ %
_____	_____ %
_____	_____ %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: Mage Level: 9 Alignment: _____

Race: Elf Sex: _____ Age: 221 Height: 5'9" Weight: 115 Hair: _____ Eyes: _____

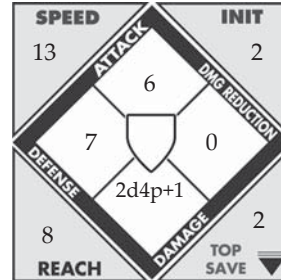
Patron God(s): _____ (Anointed? Y N Q) Handedness: L

ABILITIES	STR	DMG. MOD. -2	FEAT OF STR. -4	LIFT (LBS) 157	CARRY (LBS) 10	DRAG (LBS) 393	
	INT	ATTACK MOD. 3					
	WIS	INIT MOD. 1	DEFENSE MOD. 1	MENTAL SAVING THROW BONUS 0			
	DEX	INIT MOD. 0	ATTACK MOD. 2	DEFENSE MOD. 2	DODGE SAVING THROW BONUS +1	FEAT OF AGILITY +5	
	CON	PHYSICAL SAVING THROW BONUS -2					
	LKS						
	CHA	TURNING MOD. n/a	MORALE MOD. -1				
	Honor	HON WINDOW great	HON PENALTY WINDOW 20/2				
Fame	HONOR BONUSES OR PENALTIES: +1 and a mulligan per session						
CATEGORY OF FAME: <u>Obscure</u>							

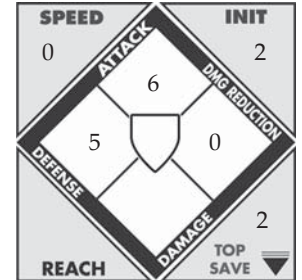
Morale: Hero Fearless Brave Steady Nervous Cowardly

EXPERIENCE
11,200
FOR NEXT LEVEL:
14,150

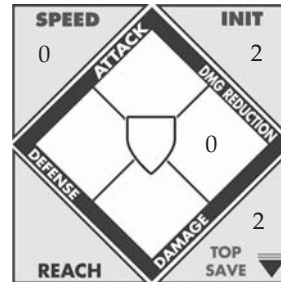
Quick References
Observation Check: 37
Listening Check: 39
Feat of Strength: -4
Turn Undead:



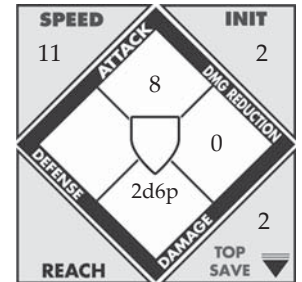
Weapon: staff



Weapon: _____



Weapon: _____



Weapon: shortbow

COMBAT PROFILE WITH MELEE WEAPON #1: staff

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
1	5							Attack Bonus 6
								Speed 0
1	1							Initiative 2
	3	1	1	2				Defense 7
	-2							Damage -2

Base Weapon Speed: 13 Base Weapon Damage: 2d4p+3 Reach: 8

Specialization: +1 +2 +3 +4 +5

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Speed (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Defense (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes: _____

PREVIOUS HIT POINT ROLL
1

Luck Points
n/a

Threshold of Pain
9

Accumulated Building Points
25

Armor Worn
Body: none (damage reduction = 0)
Shield: none (+ defense, absorbs hp)

DAMAGE TRACKER: -1 -3

Fatigue Factor

COMBAT PROFILE WITH MELEE WEAPON #2: _____

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
1	5							Attack Bonus 6
								Speed 0
1	1							Initiative 2
	3			2				Defense 5
	-2							Damage -2

Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____

Specialization: +1 +2 +3 +4 +5

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Speed (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Defense (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes: _____

HIT POINTS: 22

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: shortbow

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
1	5		1				1	Attack Bonus 8
			-1					Speed -1
1	1							Initiative 2
								Damage 0

Base Weapon RoF: 12 Base Weapon Damage: 2d6p

Specialization: +1 +2 +3 +4 +5

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Rate of Fire (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

*Missile
Weapon
Ranges*

Distance (ft)	Attack Die
5 - 50	d20p
51 - 80	d20p-4
81 - 120	d20p-6
120 - 150	d20p-8

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
6	4	4	60	

PROFICIENCIES
magical transcription, staff, shortbow, quintlingual

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS
Facial Scar - severe oil burn Fear of Heights OCD: Quills - must buy, covering left side of face arrange neatly in row

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
High Elven	87	48
Low Elven	91	39
Gnomish	75	38
Fhokki	96	27
Dwarven	87	33

TALENTS & RACIAL ABILITIES	BENEFITS:
Initiative Die Bonus	TWO better (includes no armor)
Polyglot	learn languages easily; cost 1BP
Size S for knockbacks	a blow of 10ft causes a 5ft knockback
Charm Resistance	+12 to Saves vs. charm effects
Less Sleep	+12 to Saves vs. sleep effects; only 3 hours sleep
Mitigate Spell Fatigue	-3 defense while Spell Fatigued; can walk
Diminish Spell Fatigue II	-2 seconds of Spell Fatigue
Supernatural Affinity	additional 20 spell points
Saving Throw Bonus vs. Spells	+4

Magic Items or Spell Component(s)	Effects/Notes
arrow +1 (2)	
minor healing potion x2	
wand of projectiles (4 charges)	
Artesidet's Resilient Bowstring (p263)	
potion of water breathing	
wand of summoning (14 charges)	
wand of lightning (26 charges)	
potion of ardor	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
belt, leather			knapsack		
boots, leather			belt pouch, small leather x2		
cloak, woolen			sack, large canvas		
gloves, leather			sack, small canvas		
trousers, wool			spellbook		
tunic, wool			candles (12)		
undershirt, linen			scroll case, leather (holds 5 docs)		
tinderbox			ink (2 oz)		
torches (6)			pen, quill (6)		
rope, 50ft silk			papyrus (5)		
flint & steel			chalk		
cap, common			staff		
rations, trail (3 days)			shortbow		
wineskin, 2 qt			war quiver w/ 20 arows		

SKILLS	Universal Skills	Mastery†
	Acting (Lks, Cha)	4 %
	Animal Husbandry (Wis)	11 %
	Animal Mimicry (Wis)	11 %
	Boating (Wis)	11 %
	Cartography* (Int)	18 %
	Climbing/Rappelling (Str, Dex)	7 (17) %
	Current Affairs (Wis)	11 %
	Diplomacy (Cha)	8 %
	Disguise (Int, Cha)	8 %
Distraction (Cha)	8 %	
Escape Artist (Int, Dex)	13 %	
Fire-Building (Wis)	11 %	
Glean Info. (Int, Wis, Cha)	8 %	
Hiding (Int, Dex)	13 (18) %	
Interrogation (Wis, Cha)	8 %	
Intimidation (Str, Cha)	7 %	
Jumping (Str)	7 %	

Law (Int)	18 %
Listening (Wis)	39 %
Observation (Wis)	37 %
Oration (Cha)	8 %
Persuasion (Cha)	8 %
Pick Pocket (Dex)	13 (18) %
Reading Lips (Int)	18 %
Recruiting (Cha)	8 %
Resist Persuasion (Wis)	11 %
Rope Use (Dex)	13 %
Salesmanship (Int, Wis, Cha)	8 %
Scrutiny (Wis)	11 %
Seduction, Art of (Cha, Lks)	4 %
Skilled Liar (Cha)	8 %
Sneaking (Dex)	35 (45) %
Survival (Wis, Con)	5 %
Torture (Int)	18 %
Tracking (Wis)	11 %

Other Skills	Mastery
Appraisal: Artwork	40 %
Appraisal: Books, Maps, Docs	35 %
Appraisal: Furs & Pelts	39 %
Appraisal: Gems & Jewelry	36 %
Appraisal: Livestock	41 %
Appraisal: Spices & Perfumes	39 %
Appraisal: Textiles	33 %
Arcane Lore (Int)	81 %
Artistry: Painting (Wis, Dex)	35 %
Monster Lore (Int)	44 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: Mage Level: 9 Alignment: _____

Race: Human Sex: _____ Age: 26 Height: 6'2" Weight: 179 Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N Q R) Handedness: R

ABILITIES	STR	DMG. MOD. 0	FEAT OF STR. 0	LIFT (LBS) 194	CARRY (LBS) 11	DRAG (LBS) 485	
	INT	ATTACK MOD. 2					
	WIS	INIT MOD. 3	DEFENSE MOD. -1	MENTAL SAVING THROW BONUS 0			
	DEX	INIT MOD. -1	ATTACK MOD. 2	DEFENSE MOD. 3	DODGE SAVING THROW BONUS +2	FEAT OF AGILITY +8	
	CON	PHYSICAL SAVING THROW BONUS +1					
	LKS						
	CHA	TURNING MOD. n/a		MORALE MOD. -2			
	Honor	HON WINDOW great		HON PENALTY WINDOW 20/2			
	Fame	HONOR BONUSES OR PENALTIES: +1 and a mulligan per session					
		CATEGORY OF FAME: <u>Obscure</u>					

Morale: Hero Fearless Brave Steady Nervous Cowardly

EXPERIENCE

11,200

FOR NEXT LEVEL:

14,150

Quick References

Observation Check: 9

Listening Check: 9

Feat of Strength: 0

Turn Undead:

Weapon: dagger +1

Weapon: dagger +1/dagger

Weapon:

Weapon: throwing knives

COMBAT PROFILE WITH MELEE WEAPON #1: dagger +1

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
1	4						1	Attack Bonus 6
								Speed 0
1	2							Initiative 3
		1	1					Defense 4
							1	Damage 1

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1

Specialization: +1 +2 +3 +4 +5

Attack: (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Speed: (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Defense: (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage: (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes: _____

PREVIOUS HIT POINT ROLL

1

Luck Points

n/a

Threshold of Pain

14

Accumulated Building Points

25

Armor Worn

Body: none (damage reduction = 0)

Shield: none (+ defense, absorbs hp)

DAMAGE TRACKER: -1 -3

Fatigue Factor

COMBAT PROFILE WITH MELEE WEAPON #2: dagger +1/dagger

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
1	4						1	Attack Bonus 6
								Speed 0
1	2							Initiative 3
		2	2					Defense 6
							1	Damage 1

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1

Specialization: +1 +2 +3 +4 +5

Attack: (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Speed: (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Defense: (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage: (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes: fighting with one dagger, defending with the other dagger

HIT POINTS: 35

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: throwing knives

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
1	4							Attack Bonus 5
								Speed 0
1	2							Initiative 3
								Damage 0

Base Weapon RoF: 6 Base Weapon Damage: d6p

Specialization: +1 +2 +3 +4 +5

Attack: (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Rate of Fire: (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage: (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 20	d20p
21 - 30	d20p-4
31 - 40	d20p-6
41 - 50	d20p-8

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
4	2	2	80	

PROFICIENCIES
dagger, throwing knives, magical transcription

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Glass Jaw - for blows to the <u>Selfish</u>
head, ToP and sv are halved

TALENTS & RACIAL ABILITIES	BENEFITS:
Initiative Die Bonus	ONE better (no armor)
Mitigate Spell Fatigue	-3 penalty to defense while Spell Fatigued and
----->	can move at a walking speed
Saving Throw Bonus vs. Spells	+4
Diminish Spell Fatigue	recover from spell fatigue one second sooner
Dodge	+1 defense to a single frontside opponent

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Dejy	75	34
Fhokki	49	22
Elven (Low)	54	28
Merchant's Tongue	45	----

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
belt, leather			knapsack		
boots, leather			belt pouch, small leather		
cloak, woolen			sack, large canvas		
gloves, leather			sack, small canvas		
trousers, wool			spellbook		
tunic, wool			candles (12)		
undershirt, linen			scroll case, leather (holds 5 docs)		
tinderbox			ink (2 oz)		
torches (6)			pen, quill (2)		
rope, 50ft silk			papyrus (5)		
wool blanket			chalk		
flint & steel			dagger x2		
wineskin, 2qt			knife, throwing (6)		
rations, trail (3 days)					

Magic Items or Spell Component(s)	Effects/Notes
Scroll: Shadowskin	
Potion of Ardor	
dagger +1	
wand of lightning (33 charges)	

SKILLS	Universal Skills	Mastery†
	Acting (Lks, Cha)	7 %
	Animal Husbandry (Wis)	9 %
	Animal Mimicry (Wis)	9 %
	Boating (Wis)	9 %
	Cartography* (Int)	33 %
	Climbing/Rappelling (Str, Dex)	10 (20) %
	Current Affairs (Wis)	9 %
	Diplomacy (Cha)	7 %
	Disguise (Int, Cha)	7 %
	Distraction (Cha)	7 %
	Escape Artist (Int, Dex)	10 %
	Fire-Building (Wis)	9 %
	Glean Info. (Int, Wis, Cha)	9 %
	Hiding (Int, Dex)	22 (27) %
	Interrogation (Wis, Cha)	7 %
	Intimidation (Str, Cha)	7 %
	Jumping (Str)	10 %

Law (Int)	16 %
Listening (Wis)	9 %
Observation (Wis)	9 %
Oration (Cha)	7 %
Persuasion (Cha)	7 %
Pick Pocket (Dex)	15 (20) %
Reading Lips (Int)	16 %
Recruiting (Cha)	7 %
Resist Persuasion (Wis)	9 %
Rope Use (Dex)	15 %
Salesmanship (Int, Wis, Cha)	7 %
Scrutiny (Wis)	9 %
Seduction, Art of (Cha, Lks)	7 %
Skilled Liar (Cha)	7 %
Sneaking (Dex)	23 (33) %
Survival (Wis, Con)	9 %
Torture (Int)	16 %
Tracking (Wis)	9 %

Other Skills	Mastery
Arcane Lore (Int)	51 %
History, Ancient (Int)	27 %
Monster Lore (Int)	50 %
Riddling (Int)	22 %
Swimming (Str, Con)	24 %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: Thief Level: 9 Alignment: _____

Race: Gnome Sex: _____ Age: 38 Height: 3'5" Weight: 79 Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N Q) Handedness: R

ABILITIES	STR	DMG. MOD. -2	FEAT OF STR. -4	LIFT (LBS) 157	CARRY (LBS) 10	DRAG (LBS) 393	
	INT	ATTACK MOD. 2					
	WIS	INIT MOD. 0	DEFENSE MOD. 2	MENTAL SAVING THROW BONUS +2			
	DEX	INIT MOD. -2	ATTACK MOD. 3	DEFENSE MOD. 4	DODGE SAVING THROW BONUS +2	FEAT OF AGILITY +11	
	CON	PHYSICAL SAVING THROW BONUS 0					
	LKS						
	CHA	TURNING MOD. n/a	MORALE MOD. -1				
	Honor	HON WINDOW Great	HON PENALTY WINDOW 20/2				
	Fame	HONOR BONUSES OR PENALTIES: +1 and a mulligan per session					
		CATEGORY OF FAME: <u>Obscure</u>					

Morale: Hero Fearless Brave Steady Nervous Cowardly

EXPERIENCE

11,200

FOR NEXT LEVEL:

14,150

Quick References

Observation Check: 42

Listening Check: 50

Feat of Strength: -4

Turn Undead:

SPEED 3 **INIT** -4

ATTACK 13 **DMG REDUCTION** 0

DEFENSE 13 **DAMAGE** 2d4p+3

REACH 0 **TOP SAVE** 4

Weapon: dagger +2

SPEED 10 **INIT** -4

ATTACK 7 **DMG REDUCTION** 0

DEFENSE 10 **DAMAGE** d6p +d4p-2

REACH 1 1/2 **TOP SAVE** 4

Weapon: club

SPEED 4 **INIT** -4

ATTACK 13 **DMG REDUCTION** 0

DEFENSE 16 **DAMAGE** 2d4p+3

REACH 0 **TOP SAVE** 4

Weapon: dagger/dagger

SPEED 10 **INIT** -4

ATTACK 7 **DMG REDUCTION** 0

DEFENSE 10 **DAMAGE** d4p +d6p

REACH 0 **TOP SAVE** 4

Weapon: sling

COMBAT PROFILE WITH MELEE WEAPON #1: dagger +2

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
2	5	3	1				2	Attack Bonus 13
		-3	-1					Speed -4
-2	-2							Initiative -4
	6	2	1	4				Defense 13
	-2	2	1				2	Damage 3

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 0

Specialization: +1 +2 +3 +4 +5

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Speed (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Defense (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes: Backstab penetrates on 3 or 4 and +d4p damage ; ignore 4DR from back

PREVIOUS HIT POINT ROLL

3

Luck Points

29

Threshold of Pain

15

Accumulated Building Points

0

Armor Worn

Body: none (damage reduction = 0)

Shield: none (+ defense, absorbs hp)

DAMAGE TRACKER: -1 -3

Fatigue Factor

COMBAT PROFILE WITH MELEE WEAPON #2: club

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
2	5							Attack Bonus 7
								Speed 0
-2	-2							Initiative -4
	6			4				Defense 10
	-2							Damage -2

Base Weapon Speed: 10 Base Weapon Damage: d6p+d4p Reach: 1 1/2

Specialization: +1 +2 +3 +4 +5

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Speed (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Defense (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes:

HIT POINTS: 37

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

Missile Weapon Ranges

Distance (ft)	Attack Die
5 - 40	d20p
41 - 80	d20p-4
81 - 120	d20p-6
121 - 160	d20p-8

COMBAT PROFILE WITH MISSILE WEAPON: sling

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
2	5							Attack Bonus 7
								Speed 0
-2	-2							Initiative -4
								Damage 0

Base Weapon RoF: 10 Base Weapon Damage: d4p+d6p

Specialization: +1 +2 +3 +4 +5

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Rate of Fire (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
5	3	5	80	

PROFICIENCIES
minimal skill weapons, dagger, knife (melee), light armor,
sling, maintenance/upkeep, bilingual: fhokki

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS
Inappropriate Sense of Humour + Myopia _____ Obnoxious _____
Swindler _____

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Gnomish	83	30
Fhokki	72	----

TALENTS & RACIAL ABILITIES	BENEFITS:
vs. Giants, Ogres, Trolls	considered size L for knockback; + 6 DEF
vs. Goblins & Kobolds	+2 ATK
Low Light Vision	Empathy with burrowing mammals
Initiative Die Bonus	THREE better (includes no armor bonus p206)
Backstab (dagger or knife)	penetrate on a 3 or 4 if target unaware of you
Fleeing Opponent	backstab on a fleeing opponent (any weapon)
Rearward Strike	ignore 1 DR for every two thief levels
Superior Defense	NPD on 18 or 19; deals 2d4p damage
Coup De Grace	only takes 3 seconds (vice 10 seconds)

Magic Items or Spell Component(s)	Effects/Notes
Wand of Flowers (4 charges)	
Potion of Sleep	
slingstone of dissuasion (1)	
silvered dagger	
dagger +1	
Grandfather Morten's Flagon	
Elvish Rope	
dagger +2	

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
belt, leather			knapsack		
boots, leather			belt pouch, small leather x2		
cloak, woolen			sack, large canvas		
gloves, leather			sack, small canvas		
trousers, wool			lockpicks (2)		
tunic, woolen			sharpened coin		
undershirt, linen			crowbar		
tinderbox			grappling hook		
torches (6)			eyepatch		
rope, 50ft silk			spike, iron (3)		
wool blanket			dagger x2		
flint & steel & whetstone			sling w/ 20 stones		
wineskin, 2qt			club		
rations, trail (3 days)					

SKILLS	Universal Skills	Mastery†
	Acting (Lks, Cha)	8 %
	Animal Husbandry (Wis)	15 %
	Animal Mimicry (Wis)	15 %
	Boating (Wis)	15 %
	Cartography* (Int)	16 %
	Climbing/Rappelling (Str, Dex)	21 (31) %
	Current Affairs (Wis)	15 %
	Diplomacy (Cha)	8 %
	Disguise (Int, Cha)	8 %
	Distraction (Cha)	57 %
	Escape Artist (Int, Dex)	43 %
	Fire-Building (Wis)	15 %
	Glean Info. (Int, Wis, Cha)	39 %
	Hiding (Int, Dex)	61 (66) %
	Interrogation (Wis, Cha)	8 %
	Intimidation (Str, Cha)	7 %
	Jumping (Str)	7 %

Law (Int)	16 %
Listening (Wis)	50 %
Observation (Wis)	42 %
Oration (Cha)	8 %
Persuasion (Cha)	8 %
Pick Pocket (Dex)	82 (87) %
Reading Lips (Int)	34 %
Recruiting (Cha)	8 %
Resist Persuasion (Wis)	15 %
Rope Use (Dex)	16 %
Salesmanship (Int, Wis, Cha)	14 %
Scrutiny (Wis)	41 %
Seduction, Art of (Cha, Lks)	8 %
Skilled Liar (Cha)	8 %
Sneaking (Dex)	44 (54) %
Survival (Wis, Con)	8 %
Torture (Int)	16 %
Tracking (Wis)	15 %

Other Skills	Mastery
Appraisal: Artwork (Int)	32 %
Appraisal: Books, Maps & Docs	35 %
Appraisal: Gems & Jewelry	32 %
Disarm Trap (Int, Dex)	81 %
Identify Trap (Wis)	80 %
Lock Picking (Int, Dex)	78 %
Mining (Str, Int)	16 %
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Character: _____ Class: Thief Level: 9 Alignment: _____

Race: Human Sex: _____ Age: _____ Height: 6'10" Weight: 220 Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y N Q Handedness: R

ABILITIES	15 / 68 %	STR	DMG. MOD. +3	FEAT OF STR. +8	LIFT (LBS) 267	CARRY (LBS) 25	DRAG (LBS) 668	
	9 / 99 %	INT	ATTACK MOD. -1					
	9 / 07 %	WIS	INIT MOD. 3	DEFENSE MOD. -1	MENTAL SAVING THROW BONUS	0		
	16 / 39 %	DEX	INIT MOD. -2	ATTACK MOD. 3	DEFENSE MOD. 4	DODGE SAVING THROW BONUS +2	FEAT OF AGILITY +9	
	11 / 56 %	CON	PHYSICAL SAVING THROW BONUS 0					
	11 / 83 %	LKS						
	12 / 93 %	CHA	TURNING MOD. n/a		MORALE MOD. +1			
	117	Honor	HON WINDOW great	HON PENALTY WINDOW 20/2				
	0	Fame	HONOR BONUSES OR PENALTIES: +1 and mulligan per session					
			CATEGORY OF FAME: <u>Obscure</u>					

Morale: Hero Fearless Brave Steady Nervous Cowardly

EXPERIENCE

11,200

FOR NEXT LEVEL:

14,150

Quick References

Observation Check: 34

Listening Check: 35

Feat of Strength: +8

Turn Undead:

SPEED 5 **INIT** -1

ATTACK 8 **DMG REDUCTION** -1

DEFENSE 4 **DAMAGE** 3

2d6p+6

REACH 2 **TOP SAVE** 5

Weapon: s. shortsword +1

SPEED 6 **INIT** -1

ATTACK 6 **DMG REDUCTION** -1

DEFENSE 4 **DAMAGE** 3

2d4p+6

REACH 1 **TOP SAVE** 5

Weapon: dagger +1

SPEED 5 **INIT** -1

ATTACK 8 **DMG REDUCTION** -1

DEFENSE 6 **DAMAGE** 3

2d6p+6

REACH 2 **TOP SAVE** 5

Weapon: sword/dagger

SPEED 20 **INIT** -1

ATTACK 4 **DMG REDUCTION** -1

DEFENSE 4 **DAMAGE** 3

2d6p

REACH 5 **TOP SAVE** 5

Weapon: light crossbow

COMBAT PROFILE WITH MELEE WEAPON #1: s. shortsword +1

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
2	2	2	1				1	Attack Bonus 8
		-2	-1					Speed -3
	-2	1						Initiative -1
	3	1	1		-1			Defense 4
	+3	1	1				1	Damage 6

Base Weapon Speed: 8 Base Weapon Damage: 2d6p Reach: 2

Specialization +1

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Speed (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Defense (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes: 7bp

COMBAT PROFILE WITH MELEE WEAPON #2: dagger +1

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
2	2		1				1	Attack Bonus 6
		-1						Speed -1
	-2	1						Initiative -1
	3	1	1		-1			Defense 4
	+3	1	1				1	Damage 6

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1

Specialization +1

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Speed (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Defense (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Notes: 6bp

*Missile
Weapon
Ranges*

Distance (ft)	Attack Die
5 - 60	d20p
61 - 100	d20p-4
101 - 140	d20p-6
141 - 180	d20p-8

PREVIOUS HIT POINT ROLL

5

Luck Points

29

Threshold of Pain

18

Accumulated Building Points

0

Armor Worn

Body: leather +1 (damage reduction = 3)

Shield: none (+ defense, absorbs hp)

DAMAGE TRACKER

-1

-3

Fatigue Factor

HIT POINTS: 46

POINTS	DAYS TO HEAL	POINTS	DAYS TO HEAL
Wound #1		Wound #6	
Wound #2		Wound #7	
Wound #3		Wound #8	
Wound #4		Wound #9	
Wound #5		Wound #10	

COMBAT PROFILE WITH MISSILE WEAPON: light crossbow

LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC	TOTAL
2	2							Attack Bonus 4
								Speed 0
	-2	1						Initiative -1
								Damage 0

Base Weapon RoF: 20 Base Weapon Damage: 2d6p

Specialization +1

Attack (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Rate of Fire (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

Damage (x BP) (2x BP) (3x BP) (4x BP) (5x BP)

TREASURE STOWED (in packs, bags, etc.)				
TRADE COINS	CP	SP	GP	LOCATION
5	6	9	80	

PROFICIENCIES
minimal skill weapons, dagger, knife (melee), light armor,
shortsword, light crossbow

GEMS:
JEWELRY:
OTHER VALUABLES:

QUIRKS & FLAWS		
Superstitious: Lucky #16	Gullible	Absent Minded

TALENTS & RACIAL ABILITIES	BENEFITS:
Initiative Die Bonus	two better
Backstab (dagger or knife) +d4p	penetrate on a 3 or 4 if target unaware of you
Fleeing Opponent	backstab on a fleeing opponent (any weapon)
Rearward Strike -4 DR	ignore 1 DR for every two thief levels
Superior Defense	NPD on 18 or 19; deals 2d4p damage
Coup De Grace	only takes 3 seconds (vice 10 seconds)

LANGUAGES	MASTERY LEVEL	LITERACY MASTERY
Renaarian	74	10
Fhokki	18	----
Merchant's Tongue	24	----

Mundane Item	Location	Enc.	Mundane Item	Location	Enc.
belt, leather			knapsack		
boots, leather			belt pouch, small leather x2		
cloak, woolen			sack, large canvas		
gloves, leather			sack, small canvas		
trousers, wool			lockpick set		
tunic, wool			dagger		
undershirt, linen			light crossbow w/ 20 bolts		
tinderbox					
torches (6)					
rope, 50ft hemp					
wool blanket					
flint & steel & whetstone					
wineskin, 2qt					
trail rations, 3 day supply					

Magic Items or Spell Component(s)	Effects/Notes
potion of sleep	
Bolts of Dissuasion (7)	
tonic of intemperance	
leather armor +1	
silvered shortsword +1	
dagger +1	
Draper's Lucky Coin	

SKILLS	Universal Skills	Mastery†
	Acting (Lks, Cha)	11 %
	Animal Husbandry (Wis)	8 %
	Animal Mimicry (Wis)	8 %
	Boating (Wis)	8 %
	Cartography* (Int)	9 %
	Climbing/Rappelling (Str, Dex)	57 %
	Current Affairs (Wis)	8 %
	Diplomacy (Cha)	12 %
	Disguise (Int, Cha)	30 %
	Distraction (Cha)	12 %
	Escape Artist (Int, Dex)	9 %
	Fire-Building (Wis)	8 %
	Glean Info. (Int, Wis, Cha)	33 %
	Hiding (Int, Dex)	20 %
	Interrogation (Wis, Cha)	8 %
	Intimidation (Str, Cha)	47 %
	Jumping (Str)	14 %

Law (Int)	9 %
Listening (Wis)	35 %
Observation (Wis)	34 %
Oration (Cha)	12 %
Persuasion (Cha)	12 %
Pick Pocket (Dex)	26 %
Reading Lips (Int)	9 %
Recruiting (Cha)	12 %
Resist Persuasion (Wis)	8 %
Rope Use (Dex)	36 %
Salesmanship (Int, Wis, Cha)	31 %
Scrutiny (Wis)	43 %
Seduction, Art of (Cha, Lks)	11 %
Skilled Liar (Cha)	20 %
Sneaking (Dex)	45 %
Survival (Wis, Con)	8 %
Torture (Int)	9 %
Tracking (Wis)	8 %

Other Skills	Mastery
Disarm Trap (Int, Dex)	55 %
Fast Talking (Cha)	36 %
Gambling (Wis, Cha)	35 %
Identify Trap (Wis)	51 %
Lock Picking (Int, Dex)	58 %
Riding (Wis, Dex)	12 %
Swimming (Str, Con)	27 %
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

Healing Ointment

This creamy balm is effective if rubbed onto a wound no older than 24 hours. The ointment allows the wound to heal at twice the normal rate (every 12 hours counts as a full 24-hour day of healing). An individual may be treated with as many applications as desired, but each wound only benefits once from the ointment.

Tonic of Intemperance

Beware this elixir, for it is a concoction that will, with one sip, reduce even the staunchest inebriate into a shuffling tosspot. Anyone who imbibes this potion becomes immediately wasted (+2 Morale, -25% Resist Persuasion, +6 Initiative, -6 Attack & Defense, +2 Speed, -35% penalty to Language skill checks). Sobering up from a dose like this takes time and the hangover that follows comes with its own penalties. Suffice to say, one sip of this potion can make life fairly difficult for a character until its effects have worn off. Note that the effects of this potion are not cumulative if more than one sip is drunk at once. Whether a character drinks one sip of this potion or downs the entire bottle, he will become wasted. If a character that is already wasted drinks of this potion, he passes out.

Healing Salve

This sticky liniment may be applied to a fresh wound (i.e. suffered within an hour) to provide an immediate 1d4p points of healing to that particular injury. An individual may apply as many daubs as desired, but each wound only benefits once from the salve as reapplication is unnecessary and ineffective.

Minor Healing Potion

This liquid can be used in one of two ways: either imbibed or poured directly on a wound.

If the entire draught is consumed, the potion heals the drinker 2d4p points, or 1d3 for each half portion.

When imbibed, the potion heals all wounds evenly. The second method of using a Healing Potion is to apply it directly to a particular wound. In this case, the potion is only half as effective (roll 2d4p and divide by two, rounding down), but all points are applied to the wound in question. Excess points are not applied to other wounds in this application.

Healing Ointment

This creamy balm is effective if rubbed onto a wound no older than 24 hours. The ointment allows the wound to heal at twice the normal rate (every 12 hours counts as a full 24-hour day of healing). An individual may be treated with as many applications as desired, but each wound only benefits once from the ointment.

Potion of Giantism

This odd concoction causes the imbiber to grow larger by one size category. Once a person drinks this potion, he grows at a rate of 1 foot per minute until he reaches the full growth the potion allows. Once the character reaches this maximum height, he retains this stature for $d6p$ hours.

A Potion of Giantism does not affect a character's Strength. However, because Small and Medium characters are increased in size to Medium and Large characters, respectively, each is able to more easily wield larger weapons if they already possess the requisite strength. That is to say, a Small size character who grows to Medium size can now wield a longsword in one hand, while a Medium size character who has grown to Large size can now do the same with a two-handed sword. Characters also gain 2 feet of reach and their movement speed increases by one category.

Any armor or clothing worn when the PC drinks a Potion of Giantism will be rent asunder by the transformation and anything needing a normal sized hand to manipulate is rendered effectively useless as the grips become too undersized for practical use. Hafted size M weapons, pole arms, and two handed swords can be used one-handed, however, though the latter two no longer add the +3 bonus normally occurring to creatures using them as two-handed weapons. Of course, larger creatures have the disadvantage of also being better targets for missile weapons.

Climber's Draught

When drunk, myriad, tiny spines sprout from the hands and feet of the imbiber. These spines allow the drinker to climb on any solid surface at crawling speed, vertically or horizontally (even upside down) without the need of climbing gear for $30+2d6p$ minutes. To take advantage of this ability, however, the would-be climber must be barefoot and barehanded, as both hands and feet are needed to support the climber's full weight. Particularly strong individuals with a Strength rating of 15/51 or above, however, are able perform these same climbing feats with only their hands-- bypassing the need to go barefoot.

Potion of Orcish Steadfastness

This potion remedies all effects of fatigue, thirst and hunger currently afflicting the character and also allows the imbiber to ignore all effects of fatigue for 2d4p x 10 minutes after drinking this vile tasting liquid. After the potion wears off any penalties resulting from fatigue, thirst, and hunger reassert themselves.

Potion of Ardor

A sip of this potion will grant the individual who partakes of it an immediate, deep infatuation with the first person they make eye contact with (as long as that person is of the same race as them, i.e. no Dwarves falling for Elves). This manifests in strong feelings of desire for a loving relationship. For 1d4p weeks per dose, the object of their affection will have an effective +25 bonus to all Diplomacy, Intimidation, Persuasion, Seduction, and Skilled Liar skill checks against the person affected. After the third use of the potion's influence, however, (and after every third use thereafter) the object of affection must have congress with the afflicted party or lose any influence they had once wielded.

Potion of Buoyancy

Anyone who drinks the entire potion becomes buoyant and able to float on air for d4p+2 minutes... a sip lasts only a few seconds (d4p). Imbibers beware - when the potion wears off, one will fall, and until it wears off, you cannot touch the ground without assistance. While under the effect of this potion, one may control their altitude by either sucking in air to ascend or belching to descend. A lightly laden character may ascend or descend at a rate of up to 3 feet per second. Heavily laden characters (i.e. those in full metal armor or otherwise carrying 45lbs or more of weight) may only ascend at 1 foot per second, but can descend at 5 feet per second. The total, supportable weight is the imbiber's body weight +100 lbs.

Climber's Draught

When drunk, myriad, tiny spines sprout from the hands and feet of the imbiber. These spines allow the drinker to climb on any solid surface at crawling speed, vertically or horizontally (even upside down) without the need of climbing gear for 30+2d6p minutes. To take advantage of this ability, however, the would-be climber must be barefoot and barehanded, as both hands and feet are needed to support the climber's full weight. Particularly strong individuals with a Strength rating of 15/51 or above, however, are able perform these same climbing feats with only their hands-- bypassing the need to go barefoot.

Minor Healing Potion

This liquid can be used in one of two ways: either imbibed or poured directly on a wound.

If the entire draught is consumed, the potion heals the drinker 2d4p points, or 1d3 for each half portion.

When imbibed, the potion heals all wounds evenly. The second method of using a Healing Potion is to apply it directly to a particular wound. In this case, the potion is only half as effective (roll 2d4p and divide by two, rounding down), but all points are applied to the wound in question. Excess points are not applied to other wounds in this application.

Potion of Buoyancy

Anyone who drinks the entire potion becomes buoyant and able to float on air for d4p+2 minutes... a sip lasts only a few seconds (d4p).

Imbibers beware - when the potion wears off, one will fall, and until it wears off, you cannot touch the ground without assistance.

While under the effect of this potion, one may control their altitude by either sucking in air to ascend or belching to descend. A lightly laden character may ascend or descend at a rate of up to 3 feet per second. Heavily laden characters (i.e. those in full metal armor or otherwise carrying 45lbs or more of weight) may only ascend at 1 foot per second, but can descend at 5 feet per second. The total, supportable weight is the imbiber's body weight +100 lbs.

Crenlen's Cowl

Crenlen's Cowl is a peasant's hood, worn alone or in conjunction with a cloak or cape. When the hood is pulled up, the cowl grants the wearer a measure of concealment, subduing their features, especially in the dark and when standing still. While moving, a 10 percent bonus is granted to the wearer's Sneaking skill checks. When the wearer is standing still, or using the cowl at night, a bonus of 20 is applied to Hiding skill checks. In addition, when the hood is up, the wearer is difficult to identify. Anyone attempting to describe the wearer's features will experience difficulty, granting the wearer anonymity comparable to the Forgettable Face talent.

Wand of Healing

This wand allows the user to spend one charge and automatically succeed at a First Aid skill check regardless of the mastery level or difficulty.

A cleric can use it to cast the spells indicated on the chart:

Charges Expended	Curing Elicited (hp)	Charges Remaining Required
2	d3p	2
3	d4p	16
4	d6p	33
5	d8p	48
6	2d4p+1	64
7	2d6p	80

Healing Salve

This sticky liniment may be applied to a fresh wound (i.e. suffered within an hour) to provide an immediate 1d4p points of healing to that particular injury. An individual may apply as many daubs as desired, but each wound only benefits once from the salve as reapplication is unnecessary and ineffective.

Potion of Buoyancy

Anyone who drinks the entire potion becomes buoyant and able to float on air for d4p+2 minutes... a sip lasts only a few seconds (d4p). Imbibers beware - when the potion wears off, one will fall, and until it wears off, you cannot touch the ground without assistance. While under the effect of this potion, one may control their altitude by either sucking in air to ascend or belching to descend. A lightly laden character may ascend or descend at a rate of up to 3 feet per second. Heavily laden characters (i.e. those in full metal armor or otherwise carrying 45lbs or more of weight) may only ascend at 1 foot per second, but can descend at 5 feet per second. The total, supportable weight is the imbiber's body weight +100 lbs.

Potion of Waterbreathing

After drinking a Potion of Water Breathing, characters can respire underwater for 2d4p minutes per sip. There is a drawback to taking this potion, however. If the potion hasn't worn off, the imbiber will suffer suffocation damage upon coming out of the water, much like a fish would. After being in the air for two minutes, a character under this potion's influence becomes subject to the drowning/suffocation rules (q.v.) as if they were attempting to breathe underwater. Once the potion wears off, the imbiber is able to breathe air again.

Minor Healing Potion

This liquid can be used in one of two ways: either imbibed or poured directly on a wound.

If the entire draught is consumed, the potion heals the drinker 2d4p points, or 1d3 for each half portion.

When imbibed, the potion heals all wounds evenly. The second method of using a Healing Potion is to apply it directly to a particular wound. In this case, the potion is only half as effective (roll 2d4p and divide by two, rounding down), but all points are applied to the wound in question. Excess points are not applied to other wounds in this application.

Healing Ointment

This creamy balm is effective if rubbed onto a wound no older than 24 hours. The ointment allows the wound to heal at twice the normal rate (every 12 hours counts as a full 24-hour day of healing). An individual may be treated with as many applications as desired, but each wound only benefits once from the ointment.

Wand of Projectiles

The wielder causes a projectile of his choice to spring from the black opal set into the end of the wand on a direct line toward an enemy, hitting on a successful ranged attack roll (excepting any cover, including shields, of course). Further, the wand has a range of 120 feet, but all projectiles fired count as if the attack came from a mere 10 feet away from the target! Moreover, the wand may be used every 5 seconds and damage done by the projectiles ignores DR. No fumbles or critical hits are possible. Cover is appropriate here.

Charges	Weapon Type	Damage
1	Knife	d6p
2	Sling Stone	d4p+d6p

In the hands of a mage, projectiles strike unerringly (even ignoring shields and cover if the weapon can physically bypass), though no fumbles or critical hits are possible. Mages gain access to the following weapons:

Charges	Weapon Type	Damage
3	Axe	2d4p
4	Javelin	d12p
5	Bolt/Arrow	2d6p

If a mage spends 30 SPs per charge required for the use, the wand expends only one charge when used (regardless of how many were originally required).

Firefly Stone

When propelled from a sling, a Firefly Stone acts as a +1 damage slingstone. In addition to the +1 damage bonus, a Firefly Stone ignites upon being slung. When such a stone strikes an object, it inflicts an additional 1d3p points of fire damage. Anyone slinging such stones must be cautious, as a missed shot could easily start a fire and ignite Class B flammable items.

Potion of Sleep

A sip of Sleeping Potion causes a person to instantly fall asleep for 8 hours, during which time they cannot be awakened even if sustaining an injury. However, during this time the imbiber heals much more rapidly, recuperating as if 24 hours of rest had passed.

Bolts of Dissuasion

Bolts of Dissuasion are not designed to kill, rather they are meant to scare off any wild beast or other foe who approaches too closely. These blunted arrows only inflict d4p damage but compel the target, if struck (though not necessarily injured), to make a Mental saving throw (vs. d20p+12) or be driven away per a failed morale check. These arrows are highly prized by mercenaries savvy enough to understand that completing a mission doesn't always involve slaughtering everything in your path.

Tonic of Intemperance

Beware this elixir, for it is a concoction that will, with one sip, reduce even the staunchest inebriate into a shuffling tosspot. Anyone who imbibes this potion becomes immediately wasted (+2 Morale, -25% Resist Persuasion, +6 Initiative, -6 Attack & Defense, +2 Speed, -35% penalty to Language skill checks). Sobering up from a dose like this takes time and the hangover that follows comes with its own penalties. Suffice to say, one sip of this potion can make life fairly difficult for a character until its effects have worn off. Note that the effects of this potion are not cumulative if more than one sip is drunk at once. Whether a character drinks one sip of this potion or downs the entire bottle, he will become wasted. If a character that is already wasted drinks of this potion, he passes out.

Draper's Lucky Coin

Anyone in possession of Draper's Lucky Coin may add or subtract 1 point from any die result a single time per day. Note that this modification will not invoke or nullify a critical hit (a modified natural 20 is still a critical hit whereas a natural 19 modified to 20 is not) or a fumble. It also has no effect on meta rolls (such as a hit point die roll).

Wand of Flowers

This wand appears as any one of the other wands and even exhibits the expected properties and even functions normally if the command word is used. However, in heat of battle or other stressful situation, a bouquet of flowers pops from the end instead of the intended effect. Once its true nature is revealed, the wand will thereafter be incapable of doing anything else. Further expenditure of charges merely produces additional flowers. However, if 10 charges are used, the wand produces a magnificent bridal bouquet suitable for a marriage ceremony.

Potion of Sleep

A sip of Sleeping Potion causes a person to instantly fall asleep for 8 hours, during which time they cannot be awakened even if sustaining an injury. However, during this time the imbiber heals much more rapidly, recuperating as if 24 hours of rest had passed.

Slingstone of Dissuasion

Slingstones of Dissuasion are not designed to kill, rather they are meant to scare off any wild beast or other foe who approaches too closely. These blunted arrows only inflict d4p damage but compel the target, if struck (though not necessarily injured), to make a Mental saving throw (vs. d20p+12) or be driven away per a failed morale check. These arrows are highly prized by mercenaries savvy enough to understand that completing a mission doesn't always involve slaughtering everything in your path.

Grandfather Morten's Flagon

Grandfather Morten's Flagon appears to be a well-crafted pewter drinking stein with a hinged lid. The flagon's capacity is one pint and is inlaid with stylized designs depicting sheaves of hops, barley, honeycombs, and fat bees in flight. Six times daily, the flagon can convert any liquid within it into an equivalent volume of honey brew (This sweet tasting lager restores 1d4-2 hit points per drink consumed (roll d4, 1-2=0hp, 3=1hp, 4=2hp), up to a maximum of five hit points in any 24 hour period. It is also very tasty and easy on the system. The hit points are restored thirty minutes after imbibing the brew.)

Elvish Rope

Elvish Rope is a braid type that's very flexible, water repellent and easy to handle and knot. It also exhibits a fair measure of elastic stretch and thus can arrest an individual in free fall without injuring him. Rope Use skill checks receive a +15 bonus when performed with this rope.

It's comprised of braided twisted strands of gigantic spider silk making it extremely strong. Only a superior weapon (+1 or better) can sever the rope with ease (i.e., without a dice roll). The rope is very resistant to severing having a DR 10 vs. hacking weapons but a sufficiently forceful blow (i.e. 11+ damage) will do the job as will one minute of sustained sawing. Each rope is 50 feet long and weighs a scant 3 pounds. Despite its lightweight construction, an Elvish Rope can support up to 2,500 pounds of weight. In addition, Elvish Rope will untie itself if a command word is spoken while tugging on the rope. While useful, there is at least one documented case of a belligerent hireling waiting until the most opportune time to activate this power, thus sending their ungrateful employer to an untimely demise.

Potion of Ardor

A sip of this potion will grant the individual who partakes of it an immediate, deep infatuation with the first person they make eye contact with (as long as that person is of the same race as them, i.e. no Dwarves falling for Elves). This manifests in strong feelings of desire for a loving relationship. For 1d4p weeks per dose, the object of their affection will have an effective +25 bonus to all Diplomacy, Intimidation, Persuasion, Seduction, and Skilled Liar skill checks against the person affected. After the third use of the potion's influence, however, (and after every third use thereafter) the object of affection must have congress with the afflicted party or lose any influence they had once wielded.

Wand of Lightning

This powerful wand has several effects:

Shock (one charge or 20 SP): the wielder may touch a victim with the wand to jolt them for 6 points of electrical damage (half if the victim succeeds on a Physical save). This requires a successful melee attack.

Arc (2 charges or 20 SP plus one charge; 16+ charges remaining required): Electricity arcs from the end of the wand to a victim up to 10 feet distant. The victim suffers 2d6p damage (half with successful Dodge saving throw).

Lightning Bolt (3 charges or 50 SPs plus two charges; 33+ charges remaining required): Discharges a 5 foot wide, 60 foot long bolt of electricity from the end of the wand. All those in the area of affect suffer 6d6p damage (Dodge save for half vs. 12th level magic). The bolt rebounds off of hard, flat surfaces such as walls, doors, ceilings and floors. The damage suffered cannot be reduced by armor or natural hides, etc.

Thunderclap (4 charges or 80 SP plus two charges; 51+ charges remaining required): creates a booming thunderclap that inflicts 2d6p damage (no saving throw) and deafens all creatures within a 120 foot radius (excepting the wielder). Deafness lasts for 10 seconds per point of damage suffered.

Forked Lightning Bolt (5 charges or 150 SP plus three charges; 67+ charges remaining required): Similar in most respects to a regular lightning bolt, the forked bolt is discharged as two, parallel bolts each 5 feet wide. Together, the two bolts are 10 feet wide and 120 feet long.

Chain Lightning Bolt (6 charges or 200 SP plus four charges; 84+ charges remaining required): As a lightning bolt, but once the bolt hits a target it arcs to the nearest metallic target (e.g., someone in iron armor, a metal door or a pile of coins) and continues arcing between the nearest targets (if equal-distant, it always hits a new target) until the bolt has traveled 120 feet or has struck eight targets. The bolt inflicts 8d6p points of damage to the first victim, subsequently losing 1d6p in potency until fizzling out for a mere 1d6p points of damage on the final mark. Armor and natural hides do not reduce damage.

Minor Healing Potion

This liquid can be used in one of two ways: either imbibed or poured directly on a wound.

If the entire draught is consumed, the potion heals the drinker 2d4p points, or 1d3 for each half portion.

When imbibed, the potion heals all wounds evenly. The second method of using a Healing Potion is to apply it directly to a particular wound. In this case, the potion is only half as effective (roll 2d4p and divide by two, rounding down), but all points are applied to the wound in question. Excess points are not applied to other wounds in this application.

Wand of Projectiles

The wielder causes a projectile of his choice to spring from the black opal set into the end of the wand on a direct line toward an enemy, hitting on a successful ranged attack roll (excepting any cover, including shields, of course). Further, the wand has a range of 120 feet, but all projectiles fired count as if the attack came from a mere 10 feet away from the target! Moreover, the wand may be used every 5 seconds and damage done by the projectiles ignores DR. No fumbles or critical hits are possible. Cover is appropriate here.

Charges	Weapon Type	Damage
1	Knife	d6p
2	Sling Stone	d4p+d6p

In the hands of a mage, projectiles strike unerringly (even ignoring shields and cover if the weapon can physically bypass), though no fumbles or critical hits are possible. Mages gain access to the following weapons:

Charges	Weapon Type	Damage
3	Axe	2d4p
4	Javelin	d12p
5	Bolt/Arrow	2d6p

If a mage spends 30 SPs per charge required for the use, the wand expends only one charge when used (regardless of how many were originally required).

Artesidet's Resilient Bowstring

Artesidet's Bowstring is a simple sting made from strands of spider silk sealed with resin. Its unusual longevity is due to more than pure luck, though there's no denying the string is durable and resistant to wear. Artesidet's Bowstring imparts increased accuracy to any bow on which it is placed (+1 Attack bonus). This bonus is obviously lost once the string is removed. The string will also never break regardless of any fumble roll result.

Potion of Waterbreathing

After drinking a Potion of Water Breathing, characters can respire underwater for 2d4p minutes per sip. There is a drawback to taking this potion, however. If the potion hasn't worn off, the imbiber will suffer suffocation damage upon coming out of the water, much like a fish would. After being in the air for two minutes, a character under this potion's influence becomes subject to the drowning/suffocation rules (q.v.) as if they were attempting to breathe underwater. Once the potion wears off, the imbiber is able to breathe air again.

Wand of Summoning

This wand allows a mage to summon creatures of varying power levels and numbers to do his bidding. Summoned creatures appear directly adjacent to the mage, encircling him in the case of multiple creatures. Use your best judgment and be reasonable. Clearly, a human being does not occupy an entire five-foot square. Summoned creatures may be forced to temporarily be in close proximity with someone currently occupying it. This will not inflict injuries on either party—witness a crowded Tokyo subway line. If in the rare circumstance that the summoner is in a truly confined space and foolishly summons creatures into it, they all instantly become ground beef. Caveat Summonitor.

Creatures so summoned attack enemies or carry out some task that requires less than 5 minutes. If the latter, the mage must be able to communicate with them in order to issue them a task. All summoned creatures (this is particularly important for humanoids) appear as the default entry in the Hacklopedia of Beasts and are not subject to morale rules as per a standard creature of their type.

A mage may choose to spend 50 SPs per monster level summoned to avoid expending any charges beyond the first.

Summoned Creatures are determined with the roll of a d8 and consultation with the charts on page 298 of the GMG.

Wand of Lightning

This powerful wand has several effects:

Shock (one charge or 20 SP): the wielder may touch a victim with the wand to jolt them for 6 points of electrical damage (half if the victim succeeds on a Physical save). This requires a successful melee attack.

Arc (2 charges or 20 SP plus one charge; 16+ charges remaining required): Electricity arcs from the end of the wand to a victim up to 10 feet distant. The victim suffers 2d6p damage (half with successful Dodge saving throw).

Lightning Bolt (3 charges or 50 SPs plus two charges; 33+ charges remaining required): Discharges a 5 foot wide, 60 foot long bolt of electricity from the end of the wand. All those in the area of affect suffer 6d6p damage (Dodge save for half vs. 12th level magic). The bolt rebounds off of hard, flat surfaces such as walls, doors, ceilings and floors. The damage suffered cannot be reduced by armor or natural hides, etc.

Thunderclap (4 charges or 80 SP plus two charges; 51+ charges remaining required): creates a booming thunderclap that inflicts 2d6p damage (no saving throw) and deafens all creatures within a 120 foot radius (excepting the wielder). Deafness lasts for 10 seconds per point of damage suffered.

Forked Lightning Bolt (5 charges or 150 SP plus three charges; 67+ charges remaining required): Similar in most respects to a regular lightning bolt, the forked bolt is discharged as two, parallel bolts each 5 feet wide. Together, the two bolts are 10 feet wide and 120 feet long.

Chain Lightning Bolt (6 charges or 200 SP plus four charges; 84+ charges remaining required): As a lightning bolt, but once the bolt hits a target it arcs to the nearest metallic target (e.g., someone in iron armor, a metal door or a pile of coins) and continues arcing between the nearest targets (if equal-distant, it always hits a new target) until the bolt has traveled 120 feet or has struck eight targets. The bolt inflicts 8d6p points of damage to the first victim, subsequently losing 1d6p in potency until fizzling out for a mere 1d6p points of damage on the final mark. Armor and natural hides do not reduce damage.

Everlasting Hope (pg96)	Chosen Spell	bonus spell
1st	Cure Trivial Wound (3s) - d4p / d6p	Alleviate Trauma (3s) - immediately relieves trauma
2nd	Cure Minor Wound (4s) - d6p / d6p+1	Sterilize (1m) - clean and disinfect up to 14 wounds as if a successful first aid check was applied
3rd	Cure Small Wound (4s) - d6p+1 / d8p+1	Imperceptibility to Undead (4s) - invisible to undead with a Will Factor less than 14
4th	Cure Light Wound (5s) - d8p+1 / 2d4p+2	Kismet (5m) - recipient gains a mulligan that must be used within 30 minutes of game time
5th	Cure Lesser Wound (5s) - 2d4p+2 / 2d6p+1	Divine Providence (6m) - bestows 4 temporary Luck Points on the recipient
6th	Cure Middling Wound (6s) - 2d6p+1 / 2d6p+2	Holy Blessing (10s) - up to 7 creatures gain +2 to attack and defense rolls as well as 10% to skill checks for duration of spell
7th	Cure Moderate Wound (6s) - 2d6p+2 / 3d4p+2	Heighten Vigilance (5m) - next Initiative die roll for 2 creatures is improved by two die types
8th	Cure Medium Wound (6s) - 3d4p+2 / 2d8p+3	Sanctify Weaponry (5m) - up to five weapons gain +5 to defense against next 5 attacks (+10 defense for staves)
9th	Cure Intermediate Wound (6s) - 3d4p+3 / 2d8p+4	Analgesic (4s) - Trauma Checks made with a -4 to die roll
You may cast each Chosen spell once per day. For Bonus spells, select one bonus spell each for levels 1/2, 3/4, 5/6, 7/8, and 9.		

Patient Arrow (pg98)	Chosen Spell	bonus spell
1st	Cure Trifling Wound (3s) - d3p / d4p	Alleviate Trauma (3s) - immediately relieves trauma
2nd	Cure Trivial Wound (3s) - d4p / d6p	Tangle (3s) - plants animate and try to grasp trespassers
3rd	Bird's Eye View (M1) (10s) - shifts casters view 100ft above their head	Glitterlight (3s) - illuminates target(s) making them easier to see/hit
4th	Cure Minor Wound (4s) - d6p / d6p+1	Flaming Weapon (1s) - object is wreathed in flames that deal an additional d4p fire damage
5th	Flaming Missiles (M3) (3s) - enhance up to 5 projectiles with fire	Pine Tar (5s) - conjure a sticky wad of pine resin that can be used to hold the target in place
6th	Cure Lesser Wound (5s) - 2d4p+2 / 2d6p+1	True Strike (4s) - next attack can be rolled thrice, choose which result to use
7th	Hush (5s) - created a sound dampening sphere on a fixed point or creature	Speed of the Righteous (5m) - confers -2 Speed bonus on up to three weapons for three attacks (bows get 5 attacks)
8th	Cure Moderate Wound (6s) - 2d6p+2 / 3d4p+2	Spider Charm (5s) - causes spiders to cease activities as they become mesmerized in place
9th	Faith Weaponry (5m) - up to five weapons gain +3 defense bonus for five attacks (8 attacks for bows)	Heavenly Luck (5m) - recipient gains a mulligan that must be used within 30 minutes of game time
<p align="center">You may cast each Chosen spell once per day. For Bonus spells, select one bonus spell each for levels 1/2, 3/4, 5/6, and 7/8.</p>		

Face of the Free (pg99)	Chosen Spell	bonus spell
1st	Cure Trifling Wound (3s) - d3p / d4p	Alleviate Trauma (3s) - immediately relieves trauma
2nd	Cure Trivial Wound (3s) - d4p / d6p	Unyielding (6s) - recipient is one size larger for knockbacks
3rd	Cure Minor Wound (4s) - d6p / d6p+1	Springing (Ma) (1s) - endows target with gravity-defying jumping ability
4th	Directed Strike (4s) - on cleric's next attack, roll twice and choose result	Alert (1s) - allows target to react immediately
5th	Cure Light Wound (5s) - d8p+1 / 2d4p+2	Bless Weapons (5m) - confers +3 attack bonus to three weapons for two attacks
6th	Total Control (2s) - target becomes immune to Fear and paralyzing touch	Hold in Place (5s) - pins one of the targets feet to the ground
7th	Cure Middling Wound (6s) - 2d6p+1 / 2d6p+2	Speed of the Righteous (5m) - confers -2 Speed bonus on up to three weapons for three attacks
8th	Treat Poison (10s) - counteract the debilitating effect of a single poisoned wound	Treat Disease (1h) - allows another chance to resist the ongoing disease
9th	Levitation (M5) (2s) - overcome the effects of gravity to hover freely in the air	
<p align="center">You may cast each Chosen spell once per day. For Bonus spells, select one bonus spell each for levels 1/2, 3/4, 5/6, and 7/8.</p>		

Elf (910 Spell Points)	Base SP	1	2	3	4
Apprentice	30	Fire Finger (V.S)(1s) - flame shoots from the caster's finger	Illusionary Mural (V.S)(10s) - conjures up a visual only 2D illusion		
Journeyman	40	Yudder's Whistle of Hell's Gate (V.S.C)(1s) - shrill whistle that frightens off animals	Aura of Protection (V.S.M)(1s) - provides protection against evil		
1st	50	Translate (V.S.M)(10s) - comprehend unknown speech and writing	Wall Walk (V.S.M)(1s) - can walk on perpendicular surfaces up to 90°		
2nd	60	Conjure Warrior Avatar (V.S.C)(1s) - transfer spirit into a melee avatar	Magic Projectile (V.S)(1s) - shoot an unerringly accurate visual projectile	Slippery Surface (V.S.M)(1s) - create a patch of incredibly slippery surface	Shocking Touch (V.S)(1s) - touch an opponent to deal shock damage
3rd	70	Inaudibility (S.M)(2s) - affected creature emits no sounds	Bedazzle (V.S.C)(1s) - blind or stun creatures with a bright cone of light	White Hot Metal (V.M)(2s) - instantaneously heat metal to 2000F	
4th	80	Magic Projectile of Skewering (V.S)(2s) - magic projectile that skewers targets	Skipping Betty Fireball (V.S)(2s) - a bouncing fireball	Reveal Secret Portal (V.S.C)(30s) - sense secret doors/compartments	
5th	90	Sense Invisible Beings (V.S)(2s) - target can "see" invisible and hidden beings	Heat Seeking Fists of Thunder - a fist that strikes out at targeted heat source	Summoning I (V.S.C)(5s) - watch me pull "a rabbit" out of my hat	
6th	100	Find Item (V.S)(30s) - determine direction to a familiar item	Boost Strength (V.S.M)(10s) - increase target's strength by 1d6		
7th	110	Conjure Warrior Avatar II (V.S.C)(2s) - transfer spirit into a melee avatar	Bash Face (V.S.C)(3s) - deliver a virtual haymaker		
8th	120	Illumination (V.S.M)(5s) - summon a glowing ball of light	Phantom Horse (V.S.M)(5m) - conjures up a mount to ride		
9th	130	Clairoptikos (V.S)(15s) - transfer point of view to a remote location	Summoning II (V.S.C)(3s) - summon 2d4 creatures under your complete control		

Spell Fatigue: After casting an arcane spell, your character will suffer the debilitating effects of exhaustion due to summoning forth and channeling magic. This weariness is known in the business as Spell Fatigue. Spell Fatigue causes the following ill effects:

- A reduction in ability to defend (-3 to defense rolls) (Mitigate Spell Fatigue)
 - Attacking is not possible
 - A 30% penalty to all skill checks
 - Can walk at a normal pace. Jogging is at half speed while sprinting and running are impossible.
 - All other actions require twice as long to complete
- Spell fatigue lasts for 3 seconds plus the casting time of the spell that caused it. (Diminish Spell Fatigue II)

Human (890 Spell Points)	Base SP	1	2	3	4
Apprentice	30	Buoyancy (V.S)(1s) - float on water	Amplify Illumination (V.S)(1s) - increase brightness of a light source		
Journeyman	40	Remote Audio Link (V.S.M)(2s) - communicate over distance	Bar Portal (V.S)(1s) - temporarily secure a door, window, or similar device		
1st	50	Doze (V.S.M)(1s) - causes selected target(s) to fall into a light slumber	Pepper Spray (V.S.M)(1s) - impair target's vision		
2nd	60	Perspicillum (V.M)(10s) - create a spyglass enhance vision distance 50x	Illusory Leather Armor (V.S.M)(10s) - gain benefits of leather armor ie. DR2		
3rd	70	White Hot Metal (V.M)(2s) - instantaneously heat metal to 2000F	Flaming Missiles (V.S.M)(3s) - enhance ordinary missiles with fire	Cheetah Speed (V.S.C)(2s) - improves movement speed 3x normal	
4th	80	Shadowskin (S.M)(2s) - camouflage target in black	Memory Wipe, Lesser (V.S) - wipe preceding one minute of memory	Prerecorded Audio Message (V.S)(varies) - leave a triggered message	
5th	90	Disembodied Floating Hand (V.S)(2s) - detach hand and c control remotely	Panic (V.S)(2s) - send hostiles fleeing in fear		
6th	100	Flame Ball (V.S.M)(2s) - remotely controlled rolling ball of flames	Invisibility (V.S.M)(8s) - target becomes invisible		
7th	110	Cutaneous Respiration (V.S.M)(10s) - can breathe underwater	Induce Fratricide (V.S)(3s) - target attacks nearest living creature		
8th	120	Force Grenade (V.S.M)(1s) - hurl a stone that explodes on contact	Skin of Stone (V.M)(5s) - DR21 vs. a single blow that gets passed other DR	Sure Grip Snare (V.S.M)(5s) - booby trap an item with a snare trap	
9th	130	Resist Fire (V.S)(5s) - absorbs 12 fire damage per 10 seconds	Lightning Bolt (V.S.M)(3s) - single or forked bolt of lightning		

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- A reduction in ability to defend (-3 to defense rolls) (Mitigate Spell Fatigue)
 - Attacking is not possible
 - A 30% penalty to all skill checks
 - Can walk at a normal pace. Jogging is at half speed while sprinting and running are impossible.
 - All other actions require twice as long to complete
- Spell fatigue lasts for 4 seconds plus the casting time of the spell that caused it. (Diminish Spell Fatigue)

Heroes are not born — they are forged by being tested!

On the **Isle of Red**, you will delve into underground tunnels! Bushwhack through dense jungle! Roam herd-covered plains! Scale a rocky mountain! Maybe even dive the depths of the ocean!

Your players will face many challenges as they are compelled to complete four trials and earn their way free of the island. Exploration, diplomacy, puzzle solving, and combat will all be important if they want to survive.

The Isle of Red is a HackMaster role-playing game adventure that is designed for 6-8 Player Characters who have achieved level 8-10.

This book was the winning entry in our **HackMaster Adventure Design Contest** and used as the **HackMaster Challenge** adventure at Gencon 2019.

It is sure to provide hours of enjoyment for both the GameMaster and Players. The GameMaster should have the HackMaster Core Sourcebooks to run this adventure.

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